

Shin-Yi Jessica Ho

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EDUCATION

University of Southern California — Los Angeles, CA

Aug 2025 – May 2027 (Expected)

M.S. in Analytics

University of California, Santa Barbara — Santa Barbara, CA

Sept 2020 - Dec 2024

B.S. in Computer Science

EXPERIENCE

Freelance Full Stack Developer

Apr 2025 – Present

- Designed and launched a responsive site for a local community club using **Next.js** with **Turbopack**, enabling fast load times and mobile-first engagement
- Developed scroll-based UI interactions with **React** and **Tailwind CSS** to showcase events in an engaging format
- Prototyped a merchandise catalog section with **Firestore** backend; **Stripe** payment integration and cart system in progress
- Implemented GitHub Actions for **CI/CD** and automated deployments via **GitHub Pages**, improving deployment reliability (currently in QA testing phase)

Software Engineer - VVLEX Group LLC

Aug 2024 – Sept 2025

- Built UI and integrated APIs to support MVP development in a 4-person team
- Developed an interactive 3D furniture showroom using **Unity**, allowing users to preview selected furniture pieces within customizable room layouts
- Built 30+ furniture models using ProBuilder and sourced assets to expand user options and support LLM data needs
- Connected a **LLaMA-based chatbot** to a **SQL-filtered database** via a **REST API** hosted on **Google Cloud Platform**, reducing API latency by 30% after migrating from an overseas server

TECHNICAL SKILLS

Languages: Python, C++, C#, Javascript, HTML, CSS, Dart, SQL

Frameworks/Tools: FastAPI, React, Next.js, Spring Boot, Flutter, Unity, Git, Docker, CI/CD (GitHub Actions)

Cloud & Data: Google Cloud Platform, AWS, Firestore, REST APIs, LLM integration, Pandas

PROJECTS

LA Metro Analytics Dashboard | Python, Pandas, FastAPI, React

June 2025 – Present

- Built a full-stack dashboard using Python, Pandas, FastAPI, and React to analyze ridership and passenger miles by mode and day type
- Developed **interactive visualizations** (line, bar, pie, heatmap) for systemwide and mode-specific insights
- Implemented **ETL pipelines** for data processing and computed key performance metrics
- Planning to deploy with **Docker** and CI/CD via **GitHub Actions**

VRTennis - Tennis Simulator | Unity, Meta Quest 3

Apr 2024 – Jun 2024

- Built a physics-based virtual tennis game in **Unity** for **Quest 3** using the **OpenXR** Interaction Toolkit, enabling realistic racket/ball physics and intuitive hand tracking
- Implemented tennis game logic including having 18 colliders to track ball landings and for accurate scoring
- Debugged CPU rally logic to improve pacing and responsiveness during 30+ hours of playtesting

Wave - Social Events App | Flutter, Firestore, OAuth

Sept 2023 – Dec 2023

- Built a **cross-platform** event-sharing app using **Flutter**, with secure **OAuth** login and **Firestore** backend
- Structured scalable user and event schemas, supporting real-time updates and push notifications via **Firestore Cloud Messaging**
- Conducted usability testing with 30+ users and iterated based on feedback, resulting in a smoother UI/UX

CERTIFICATIONS

AWS Certified Cloud Practitioner

Expected Sept 2025