

Tuan Kiet Ho

Skills

Programming languages	Proficient in C/C++, Python. Familiar with Java, JavaScript.
Libraries & frameworks	Flask, Bootstrap, Materialize, jQuery, OpenGL, SDL2, Dear ImGui, libopencm3.
Platforms	Windows, Linux (Ubuntu, Arch Linux).
Databases	MariaDB.
DevOps tools	Terraform, Ansible.

Education

August 2019 – Present (expected 2024)	Software Engineering BS. , <i>Rochester Institute of Technology</i> , Rochester, NY. Cumulative GPA: 4.0, Dean's List all semesters. Relevant coursework: Computer Science 1/2, Personal Software Engineering.
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Work experience

January – July 2019	C++ Software Developer Intern , <i>Coc Coc Co. Ltd</i> , Hanoi, Vietnam. Maintained the Coc Coc browser, a Chromium-based web browser tailored for the Vietnamese market with over 20 million monthly active users. <ul style="list-style-type: none"> Developed method to set Coc Coc as the default browser without user interaction on Windows 8-10. Improved data importing feature from other browsers. (Internet Explorer, Google Chrome, Firefox, ...) Reworked existing unit tests to compile and track any diverged changes from upstream. Technologies: Windows, C++, Git, Visual Studio, Atlassian Jira.
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Personal projects

2019–2020	knocknock <small>[GitHub repo]</small> . <ul style="list-style-type: none"> Cross-platform Nintendo Game Boy emulator and debugger written in C++17. Capable of running games such as Pokemon Yellow, Tetris, Pac-Man and The Legend of Zelda. Technologies: C++17, CMake, OpenGL, SDL2, Dear ImGui.
2017–2018	Plug & Create <small>[GitLab repo]</small> . <ul style="list-style-type: none"> Hardware kit for teaching embedded programming to elementary/secondary students. Allow easy development through use of visual programming environment and standardized module plugs. Technologies: STM32, AVR, UART, C/C++, Python, Flask, Blockly, Bootstrap, jQuery.
2018	stm32miner <small>[GitLab repo]</small> . <ul style="list-style-type: none"> Firmware for performing Bitcoin mining tasks on the STM32 microcontroller. Uses I²C bus to retrieve work and return work result to outside master. Technologies: C, STM32, UART, I²C, libopencm3.
2017	tracnghiem <small>[GitHub repo]</small> . <ul style="list-style-type: none"> Flask-based web application for organizing quiz competitions. Deployed in production with 1k+ contestants and 10k+ quizzes taken. Technologies: Python, Flask, MariaDB, jQuery, Materialize, Sentry.

Volunteer work

September 2017 – Present	System Administrator , <i>Free Contest</i> . Maintaining infrastructure for organizing online competitive programming contests. <ul style="list-style-type: none"> Migrated servers from Amazon Web Services to Google Cloud Platform. Developing scripts to automate deployment and maintenance tasks using Ansible and Terraform.
December 2017	Haiku Operating System . Contributed to the Haiku Operating System project through the Google Code-in contest. <ul style="list-style-type: none"> Implemented undo function in Haiku's version of the 2048 game. Fixed potential bugs found by the Coverity static program analyzer.