Quoc (Leo) Ho

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EDUCATION

B.S IN COMPUTER SCIENCE
Minor in Mathematics
Grand Valley State University
Expected Graduation: December 2025
GPA: 3.7
Dean's List

LINKS

Webpage:// https://www.quocleoho.com/
Github:// https://github.com/leo3622
LinkedIn:// https://www.linkedin.com/in/quocleoho/

COURSEWORK

UNDERGRADUATE
System-Level Program and Utilities
Data Structures and Algorithms
Data mining
Applied Machine Learning
Computer Organization
Database
Data Communications
Algorithms Engineering
Calculus 1 & 2
Discrete Structures

SKILLS

PROGRAMMING LANGUAGES
- Python
- C

FRAMEWORKS AND TOOLS
- Linux
- Git
- Android Studio
- Visual Studio Code
- TensorFlow
- Matplotlib
- Jupyter Notebook
- Firebase
- Figma
- AWS
- React Js
- React Native
- Pandas

EXPERIENCE

APP DEVELOPER INTERN
Yiddish Arts and Academics Association of North America
August 26 - December 31 | La Jolla, CA
- **Collaborating** with a team to develop an application that connects people interested in Yiddish arts and culture, utilizing **Flutter** and **Firebase**.
- Worked closely with a UI designer to ensure functionality aligned with **user experience** goals.

TECHNICAL PROJECTS

DOG AND CAT PICTURES RECOGNITION
- Designed and implemented a machine learning model using **TensorFlow Keras** to classify images of dogs and cats, achieving **85% accuracy** on the test dataset.
- Utilized **Kaggle datasets** to preprocess image data, including resizing, normalization, and augmentation techniques to improve model generalization.
- Built a **convolutional neural network (CNN)** architecture to extract features and train the model efficiently on large image datasets.

AD FRAUD HANDLING
- Developed a simulation application that mimics user interactions with ads to identify suspicious behavior, enhancing system security.
- Implemented the **Isolation Forest** machine learning algorithm for predicting and filtering out suspicious user information, improving the accuracy of fraud detection.
- Integrated a **Python-based captcha generation feature** into the application to detect and deter bot activity, further strengthening the system against fraudulent activities.

TIC TAC TOE AI DEVELOPMENT
- Developed an AI player for the game Tic Tac Toe, enhancing the interactive experience of the game.
- Implemented the **Minimax algorithm** to generate all possible moves and select the optimal one, improving the AI's performance.

HOUSE PRICE PREDICTION USING MACHINE LEARNING
- Utilized **housing data from Kaggle**, employing **Pandas** and **sklearn.preprocessing** to preprocess and clean the dataset, handling missing values and normalizing features.
- Designed and implemented the **cost function** and **gradient descent algorithm** to optimize weights (**w**) and bias (**b**) for model training.
- Visualized data distributions and model predictions using **Seaborn**, highlighting feature correlations and model performance trends.
- Evaluated the model's accuracy using a test dataset, achieving **85% prediction accuracy**.