

Kevin Ho

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Education

York University

Expected Graduation Feb 2026

Honours Bachelor of Science, Computer Science

Toronto, ON

- E-Commerce Systems, Data Structures & Algorithms, Software Design, Database Systems, OS Fundamentals

Work Experience

York University | Student Programmer

Jan 2025 – Present

- Building an inherited Unity-based project written in **C#**, under the supervision of a professor in a 4-person team to help **400+ first-year students annually** acclimate to the student lifestyle through habit gamification.
- Implementing **CI/CD** pipelines with **GitHub Actions**, formal testing with **Unity Test Framework**, and refactoring the codebase with an **ECS**-focused architecture, supporting long-term team productivity and maintainability.

Outlier AI | LLM Training Specialist

May 2024 – Sept 2024

- Trained **4 AI chatbots** through **RLHF** to improve response quality by analyzing and optimizing code-based outputs across different client specifications, ensuring adherence to strict guidelines and requirements.
- Maintained a consistent **83% performance rating** while onboarding quickly to new client projects, and reviewed team submissions to uphold quality standards.

York University | Computational Thinking Club Tutor

Jun 2021 – Nov 2021

- Guided first-year students in visualizing programming logic using flowcharts and **JavaScript**, leading to a **75%+ grade average** in introductory programming assessments.
- Improved student engagement by breaking down concepts through relatable analogies, facilitating confidence, deeper understanding, and joy in coding.

Projects

Mock E-Commerce System | HTML, CSS, JavaScript, Flask, SQLite, AWS Elastic Beanstalk, AWS RDS

 Repo

- Built the backend using an **MVC** architecture framework with **RESTful APIs** using **Flask** and **SQLAlchemy**, optimizing database interactions, and deployed with **AWS** using **Elastic Beanstalk**.
- Led project development in a 4-person team with managing evolving client-driven requirements, ensured on-time delivery of features through organizing through **Agile** processes.

Metadata and Thumbnail Generator | Bash, ImageMagick

- Automated image processing for multi-size requirements (128px, 256px, 512px) with **Bash** scripting, simplifying asset generation for platforms such as **Steam** or **YouTube**.
- Streamlined directory-wide image resizing and metadata logging using **ImageMagick** and Bash, providing a reusable tool for future media-based projects.

Wordle Clone | Java, Android Studio

- Created a Wordle clone using **Java** and **Android Studio**, including an on-screen keyboard, timers, and colorblind mode to enhance accessibility.
- Integrated difficulty settings and ensured smooth functionality by debugging and testing against provided test suites, meeting all project requirements for successful completion.

Technical Skills

Languages: Python, Java, TypeScript, JavaScript, HTML/CSS, SQL, NoSQL, C#

Tools & Libraries: Git, Node.js, AWS: S3 EC2, Docker, Godot Engine, Discord.py, Playwright, Express, Unity Engine

Frameworks & Databases: Spring, React, MongoDB, PostgreSQL, Flask, Tailwind, NUnit, Unity Test Framework