

OH YASUSHI

English, Mandarin, Asian Sign Language
Java, JavaScript, C, C#, Python, Lua, ARM Assembly
Unity3D, Virtualization, Web, CI/CD, Linux, Benchmark
Sketch, XD, Figma, Abstract
Photoshop, Premiere Pro, illustrator, After Effects, FinalCut Pro

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EDUCATION

Oct 2020 **University of California San Diego**
Undeclared Undergraduate Revelle
GPA: 3.61 / 4.0 Sophomore
Jun 2024

WORK

Jan 2022 **University of California San Diego**
Instructional Assistant @CSE15L
Support Professor's teaching schedules, host office hours for students, assist with the course materials related to Software Development and Techniques.
Mar 2022

Oct 2020 **NVIDIA**
Game Performance Analyst Intern @Perflab
Support Nvidia Geforce Experience with game performance analysis and optimization
Mar 2021 Build automation tools for benchmarking and game related research

Sep 2018 **Axiom Technology Group**
Frontend SWE Intern
Assist development on webapps(wechat miniapp)
Oct 2020 Instruct K12 programming courses

Sep 2019 **Vigorous Youth Training Camp**
Photography Coach, Assistant Instructor
Lead and instruct teenagers on outdoor activities around the world
Present Take photos and videos during events with professional workflow

PROJECTS

Dec 2020 **eSport Target Acquisition Enhancement AI**
Developer
Built a webapp voter to collect training data for the AI.
May 2021 The project aims to train a model which recommends optimal in-game settings that raises users' target acquisition speed. The voter frontend uses React(Redux Saga, lodash, Material UI, etc) and the voter backend uses Python(aiohttps along with pydantic and pandas to deal with data validation and transforming data to human readable format).

Mar 2021 **Smart Game Frame Analyzer**
Developer
Built a web app that equips OCR and Feature Matching. This tool aims to assist NVIDIA's game interaction automation pipeline
May 2021 The tool's frontend uses Vue + Vuetify, and its backend uses Python with Flask + OpenCV + tesseract to process the images.

Oct 2018 **Video Game: Self-reliance**
Producer, Lead Programmer
Developed a sex education video game using Unity3D+C#. The game has gained DAU up to 30,000, and a total number of 300,000 users after the initial release. The game is also reported by various media including CGTN(Top Chinese Media).
Present

GREAT STUFF

Oct 2018 **Eroductate**
Co-Founder
A student organized sex-education organization which aims to spread sex-education via video games. We have over 7,000 subscribers in total on all of our social media sites. Our video game Self-Reliance has gained great attention in China, receiving reports from various media.
Present

Sep 2016

**More Club
Co-Founder**

Jun 2020

More club is a school club I started with my friends in High School. Our social media account DailyMore, posting funny stories related with the school, has gained over 900 subscribers. In the end, we have managed to create a new More Club oriented eco-system in our high school where the students and teachers are closely related with out products such as GPA calculator, Sodex Food Delivery App, and more.

Sep 2018

**TEDxSHSID
Co-Organizer**

Oct 2019

Organized TEDx event in my high school with an excellent team; mainly in charge of finding technology field speakers and the technical aspects of the event(e.g: lighting management, digital content organization); invited several leaders in the Children Programming Industry.

HONORS & NEWS

China Thinks Big Young Innovator Award (1 out of 30,000 Nationwide)

Sex education game developed by Chinese high-school - CGTN

<https://news.cgtn.com/news/3d3d674d7851544f33457a6333566d54/index.html>

Chinese High School Students Release Interactive Sex Education Game - Raddi China

<https://radiichina.com/chinese-high-school-students-release-interactive-sex-education-game/>

ONE MORE THING, I ALSO TAKE PICTURES

500px

<https://500px.com/p/259z2ksx87>

Mipai

<https://mepai.me/mohaelder>

