

EXPERIENCE<sup>2</sup>

Dec 2023	<a href="#">Aako</a>
Present	<b>Founder   Tech Lead</b> Founded Aako: An <b>imagination-driven company</b> focused on changing how we connect. Conducting <b>human resourcing, project management, VC relations</b> and other entrepreneurship tasks; <b>leading a team of 3 SWEs and 2 Designers</b> to build a future-proof and aesthetic <b>Swift + ASP.Net + PostGreSQL</b> solution with <b>LBS + Web3 + LLM Technologies</b> . <i>HR, Marketing, Legal, Customer Discovery, VC Relations, Figma, User Research, Unity3D, Swift, Reality Kit, ASP.Net, PostgresSQL, VectorDB, Semantic Search, Entity Framework, Firebase, OpenAI, Azure, FCPX</i>
1 Yr	
Jan 2023	<b>United Nations Office for Project Services (UNOPS)</b>
Aug 2023	<b>Software Engineer @UN Web Buy Plus</b> Develop procurement platform with 3 Devs and 1 QA; develop new feature, <b>refactor ancient code</b> to new tech in agile fashion. UN Web Buy Plus is a procurement service <b>connecting governments/UN agencies</b> and suppliers with UNOPS as the middleware. The platform produced a <b>revenue of 175 million USD</b> in 2022 serving the most challenging regions in the world like <b>Palestine and Ukraine</b> . <i>C#, ASP.NET, Entity Framework, Dependency Injection, MSSQL, AngularJS, Bootstrap, Svelte, Postman, Jira, ChatGPT, Jest, TFS</i>
7 Mo	
Oct 2020	<b>NVIDIA</b>
May 2021	<b>Game Performance Analyst @Perflab</b> Support <b>Nvidia Geforce Experience</b> with game performance analysis and optimization. Build automation tools for <b>benchmarking and game related research</b> . <i>Lua, AfterBurner, Procmon, React, Vue, Python, Flask, OpenCV, Docker, Jira</i>
7 Mo	

PUBLISHED WORK<sup>2</sup>

Sep 2023	<a href="#">Avian Enigma (Video Game)</a>
Feb 2024	<b>Co-Producer / Lead Engineer</b> Produced a visual novel video game and currently <b>selling on Steam, Itch.io, and AppStore</b> . Gained <b>considerate media exposure</b> from China and the U.S and praised for the game's <b>avant-garde visual art</b> . <i>Renpy, Steamworks, Trello</i>
Mar 2023	<a href="#">Uimf-svelte</a>
Aug 2023	<b>Owner</b> uimf-svelte is an <b>open source component library</b> built with svelte, you can use it to <b>automatically generate your frontend</b> with <a href="#">UiMetadataFramework</a> . <i>Svelte, SvelteKit, Bootstrap, TypeScript, Jest, Vite, Babel, CoreJs</i>
Oct 2018	<a href="#">Self Reliance (Video Game)</a>
Mar 2023	<b>Producer, Lead Programmer</b> Developed a sex education video game. The game has gained <b>DAU up to 30,000, and a total number of 300,000 users</b> after the initial release. The game is also <b>featured in various top-tier media</b> including <b>CGTN(National Chinese Media)</b> . <i>C#, Unity3D, PlayMaker, Python, Flask, Vue, Vuetify, visjs, Postman</i>

EDUCATION

Oct 2020	<b>University of California, San Diego (UCSD)</b>
Dec 2024	Cognitive Science (HCI) Computer Science GPA: 3.5/4.0

LANGUAGE

English, Mandarin, Japanese, Thai, Shanghainese, Asian Sign Language

DIGITAL RESUME



1: Oh Yasushi is my name's english transition in the original order. My legal name is Yasushi Oh, which is the western-centric english translation of my name.  
2: Only my most significant work experiences and published works are shown; the full history of my past experiences and works is available [here](#).

## GREAT STUFF

### UCLA EDUC 88S: Gamification in Education: making learning fun

#### Guest Lecturer

Invited by course instructor Sharon Zhao to give a **guest lecture about Gamification Application**. The lecture covers methodologies for problem-solving within the context of entrepreneurship; application level technical knowledge.

### NSF I-Corp Desert and Pacific Region

#### Participant

A National Science Foundation initiated **entrepreneurship program that selects researchers and students of several renowned institutions** to participate in an intensive 4-week program that teaches the groundworks of starting a company. We conducted over 25 customer interviews and talked with some of the most experienced individuals in the field to bootstrap our business. By the end of the program, our company received **\$3000 award** to help us with our endeavors.

### Eroductate

#### Co-Founder

A student founded **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, **featured in various media**.

### More Club

#### Co-Founder

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, and it 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 our products such as GPA calculator, Sodex Food Delivery App, and more. **It is the best club in my high school's history.**

## ARTICLE

[Why don't I like OAs & how to design a good OA](#)

[Implementing Semantic Search with OpenAI, Postgres, and Entity Framework](#)

## HONORS & NEWS

[ND Awards 2024 Non-Professional Winner Honorable Mention in Photojournalism x2](#)

[Sex education game developed by Chinese high-school - CGTN](#)

[Chinese High School Students Release Interactive Sex Education Game - Raddi China](#)

## ONE MORE THING, I TAKE PICTURES FOR FUN.

### GALLERY



悲极生乐