

OH YASUSHI / 翁安志

English, Mandarin, Spanish,
Shanghainese, Asian Sign Language;
JavaScript, TypeScript,
Java, C, C++, C#,
Python, Lua, ARM, LaTeX;
Web, SQL, Container, CI/CD, Unix;
Unity3D, Wwise, C4D;
Adobe XD, Figma, Abstract;
Ps, Pr, Ai, Ae, Lr, Id

he/him/his
+1 8584316477
+86 13681984578
yoh@ucsd.edu

mohaelder.github.io/me
linkedin.com/in/mohaelder
github.com/mohaelder

Digital Resume



EDUCATION

Oct 2020 / Jun 2024 **University of California, San Diego(UCSD)**
Cognitive Science with a Specialization in Design and Interaction
Computer Science
GPA: 3.44/4.0 Junior

WORK*

Jan 2023 / Future **United Nations Office for Project Services**
Software Engineer Intern @UN Web Buy Plus
Support UN Web Buy Plus development, conduct daily maintenance, resolve client tickets
I will update this job with more information after I officially start my role at UNOPS

Jan 2022 / Present **University of California San Diego**
Instructional Assistant @CSE15L(Software Tools and Techniques)
Support Professor's lectures, host office hours
Lead lab sessions with around 15 students engaging in CI/CD, Debugging, and etc

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

PROJECTS*

Dec 2020 / May 2021 **eSport Target Acquisition Enhancement AI**
Developer
Built a webapp voter to collect training data for the AI.
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 / May 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
The tool's frontend uses Vue + Vuetify, and its backend uses Python with Flask + OpenCV + tesseract to process the images.

Oct 2018 / Present **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).

GREAT STUFF

Oct 2018

Eroductate Co-Founder

Present

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.

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 our 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 K-12 Programming Education field.

HONORS & NEWS

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

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

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

ONE MORE THING, I ALSO TAKE PICTURES

[My Photography site](#)

