



SIGNIFICANT EXPERIENCES

Founder & Tech Lead, Aako Inc 2 Yr, Present

Founded and lead an innovation-driven startup reimagining human connection through augmented reality. Manage cross-functional operations including HR, product strategy, and investor relations. Direct a team of 1 engineer and 2 designers in building a location-based AR social media app using Swift, ASP.NET, and PostgreSQL. The platform integrates LLMs for intelligent content generation and search, enhancing spatial and social interactions.  
Customer Discovery, User Research, Rapid Prototyping, RealityKit, SwiftUI, ASP.NET, Entity Framework, PostgreSQL, Vector Embedding

Senior ICT Associate, UN Office for Project Services 1 Yr, Present

Design & Develop LLM-powered code analysis library for the United Nations to assist UN officers, government officials, and key stakeholders in understanding the procurement platform's workflow through AI-powered assistant.  
.NET, OpenAI

Software Engineer, UN Office for Project Services 8 Mo, 2023

Joined a 3-engineer, 1-QA team to develop and modernize a UN procurement platform using agile practices. Delivered new features and refactored legacy code, helping connect governments, UN agencies, and suppliers through UNOPS - driving \$175M in impact across regions like Palestine and Ukraine.  
Entity Framework, Dependency Injection, MSSQL, Svelte, AngularJS, TFS

Game Performance Analyst, NVIDIA 7 Mo, 2020

Supported NVIDIA GeForce Experience with global game performance analysis and optimization for all GPU users. Built automation tools for benchmarking and gameplay research, and developed an AI-powered voting web service to accelerate E-Sports performance through machine learning insights.  
Lua, React, Vue, Flask, OpenCV, Docker, AfterBurner

GAMES & OPEN SOURCE

Co-Producer & Lead Engineer, Avian Enigma 2024

Created and published a visual novel game available on Steam, Itch.io, and App Store; received significant media coverage in China and the U.S, praised for its avant-garde visual art. First Manchurian game in history.  
Renpy, Steamworks, Community Relations, Photoshop, Illustrator

Owner, Uimf-svelte 2023

An open source svelte component library to automatically generate frontend with UiMetadataFramework.  
TypeScript, SvelteKit, Bootstrap, Vite, Babel, CoreJs

Producer & Lead Engineer, Self Reliance 2018

Developed a sex education video game with 30,000 DAU and 300,000 users; featured in top-tier media including CGTN.  
C#, Unity3D, Flask, Vue, visjs, Postman

GREAT STUFF

Guest Lecturer, UCLA EDUC 88S: Gamification in Education 2024

Invited by course instructor Sharon Zhao to deliver a guest lecture on Gamification Application, covering problem-solving methodologies in entrepreneurship and introducing application-level technical knowledge.

Co-Founder, More Club 2017

More club is a school club I started with my friends in High School; ran viral social media and made killer apps. It is the best club in my high school's history.

ARTICLES, HONORS & NEWS

Why don't I like OAs & how to design a good OA - Medium  
Implementing Semantic Search with OpenAI, Postgres, and Entity Framework - Medium

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.

[mohaelder.github.io/me/photos](https://mohaelder.github.io/me/photos)



悲极生乐