# OH YASUSHI'/ 翁安志 / おやすし



English, Mandarin, Thai SQL, STL, DevOps,

Shanghainese, ASL Domain-Driven Design, Model-View-ViewModel,

+86 13681984578 TypeScript, C#, User Research, UI yoh@ucsd.edu

Python, Java, Lua, Unity3D, Wwise

C++, C, ARM Ps, Pr, Ai, Ae, Lr, Id

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

EDUCATION

Oct 2020 University of California, San Diego(UCSD)

Cognitive Science(HCI)
Computer Science

Dec 2024 GPA: 3.5/4.0 Junior

Digital Resume



he/him/his +1 8584316477

**WORK**<sup>2</sup>

Jan 2023 United Nations Office for Project Services (UNOPS)

Bangkok, Thailand
Software Engineer Intern @UN Web Buy Plus

Present

Develop a procurement platform in the team of 4; refactor ancient code to new technology, develop new feature in agile fashion

7 Months

UN Web Buy Plus is a procurement project connecting governments/UN agencies and suppliers with UNOPS as the middleware. The platform produced a revenue of 175 million USD in 2022 serving the most challenging regions in the world like

Gaza Strip and Ukraine

San Diego, USA

C#, ASP.NET, Entity Framework, MSSQL, AngularJS, Bootstrap, Svelte, Postman, Jira, ChatGPT

Jan 2022 University of California, San Diego(UCSD)

Instructional Assistant @CSE15L(Software Tools and Techniques)

Dec 2022 Support Professor's lectures, host office hours

11 Months Lead lab sessions with around 15 students engaging in CI/CD, Debugging, and etc

Java, GitHub Action, Linux, JDB, JUnit, Teaching, Trello

Oct 2020 NVIDIA

Shanghai, China
 Game Performance Analyst Intern @Perflab

May 2021 Support NVidia Geforce Experience with game performance analysis and optimization

7 Months Build automation tools for benchmarking and game related research

Lua, AfterBurner, Procmon, React, Vue, Python, Flask, OpenCV, Docker, Jira

## **PROJECTS**<sup>2</sup>

Present

Dec 2020 eSport Target Acquisition Enhancement Al

WebApp Owner

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.

React, Redux Saga, Lodash, Material UI, Python, aiohttps, pydantic, pandas

Mar 2021 Smart Game Frame Analyzer

Owner

Built a web app that equips OCR and Feature Matching. This tool aims to assist NVIDIA's game interaction automation pipeline

May 2021 Vue, Vuetify, Python, Flask, OpenCV, pytesseract

Oct 2018 Video Game: Self-reliance

Producer, Lead Programmer

Developed a sex education video game. 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).

C#, Unity3D, PlayMaker, Python, Flask, Vue, Vuetify, visjs, Postman

<sup>1:</sup> 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.

<sup>2:</sup> Only my most significant work experiences and projects are shown; the full history of my past work experience and projects is available here

#### **GREAT STUFF**

Oct 2018 **Eroducate** Co-Founder

A student organized sex-education organization which aims to spread sex-education via video games. We have over 7,000 Present 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.

More Club Sep 2016 Co-Founder

More club is a school club I started with my friends in High School. Our social media account DailyMore, posting funny stories Jun 2020 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 **TED<sub>x</sub>SHSID** Co-Organizer

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**

Oct 2019

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

Sex education game developed by Chinese high-school - CGTN

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

## ONE MORE THING, I ALSO TAKE PICTURES

#### **DIGITAL GALLERY**







