OH YASUSHI

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UC SAN DIEGO 2024'

SIGNIFICANT EXPERIENCES

Aako Inc
Founder & Tech Lead | 2yrs, present

Lead a team of 1 engineer & 2 designers to build a **LBS AR social app** using Swift, RealityKit, ASP.NET, and PostgreSQL. Integrated LLMs for content generation and **vector search** to enhance spatial interactions. **Oversee cross-functional ops** including HR, product strategy, and investor relations.

UC San Diego
Instructional Assistant | 1yr, 2022

Served **4 terms after being reselected by the professor and earning a 100% student rating**. Led lab sessions (~15 students), hosted office hours, and supported lectures. Taught debugging, CI/CD, and testing using Java, JUnit, JDB, GitHub Actions, and Linux.

NVIDIA
Game Performance Analyst | 7mo, 2020

Supported GeForce Experience with global game performance analysis & optimization. **Developed automation tools for benchmarking and gameplay research & AI supervization web service to enhance E-Sport performance.** Tech stack included Lua, React, Vue, Flask, OpenCV, Docker, and AfterBurner.

UN Office for Project Services
Senior ICT Associate | 1yr, 2025

Design & Develop **enterprise grade LLM-powered code analysis .NET 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.

UN Office for Project Services
Fullstack Engineer | 8mo, 2023

Modernized a UN procurement platform **integrating AngularJS with Svelte-based web components**. Delivered new features and refactored legacy .NET code. Helped connect governments, UN agencies, and suppliers via UNOPS, **driving $175M in impact across regions in Palestine, Ukraine, and more.**

VIDEO GAMES, OPEN SOURCE, GREAT STUFF

Avian Enigma
Co-Producer & Lead Engineer | 2024

Created and published the **first Manchurian visual novel in history**, released on Steam, Itch.io, and the App Store. Led a team in game development, visual design, and community relations. The game received a Very Positive rating on Steam for its avant-garde visual art and cultural originality.

Self Reliance
Producer & Lead Engineer | 2018

Led development of a sex education video game with **30,000 daily active users and over 300,000 total users**. Featured in top-tier media including CGTN for its social impact and accessibility. Built with C# and Unity3D; Flask for backend services; Vue and vis.js for a custom level editing tool; Postman for API testing.

UCLA EDUC 88S: Gamification in Education
Guest Lecturer | 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.

Uimf-svelte
Owner | 2023

Built an open-source Svelte component library that auto-generates frontends from UiMetadataFramework, now **used across multiple United Nations services**. Written in TypeScript using SvelteKit and Bootstrap; built with Vite for performance and Babel/CoreJS for wide compatibility.

UncommonGallery
Curator | 1yr, present

Curate a non-profit photography gallery showcasing contemporary works by local artists alongside selected pieces ranging from Renaissance to Shamanic art. Open free to the public.

More Club
Co-Founder | 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

IPA Awards 2025 Judge Selection

ND Awards 2024 Honorable Mention

Sex education game developed by Chinese high-schooler - CGTN

ONE MORE THING, I TAKE PICTURES FOR FUN.

mohaelder.github.io/me/photos

悲极生乐
FROM THE GREATEST SORROW, THERE'S HAPPINESS