OH YASUSHI / 翁安志 / おやすし

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)
Human Computer Interaction
Computer Science
GPA: 3.5/4.0 Junior

WORK*

Jan 2023 — Present

United Nations Office for Project Services(UNOPS)
Bangkok, Thailand
Software Engineer Intern @UN Web Buy Plus

Develop web platform for UNWebBuy, a procurement project connecting governments/UN agencies and suppliers with UNOPS as the middleware. The technical stack is Microsoft SQL + ASP.net + Angular js. The platform produced a revenue of 175 million USD in 2022.

Jan 2022 — Dec 2022

University of California, San Diego
San Diego, USA
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
Shanghai, China
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).

*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

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Present

Eroducate

Co-Founder

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

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Jun 2020

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, 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

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Oct 2019

TEDxSHSID

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

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