

OH YASUSHI / 翁安志 / おやすし

English, Mandarin, Spanish,

Shanghainese, Asian Sign Language

Adobe XD, Figma, Abstract

Ps, Pr, Ai, Ae, Lr, Id

JavaScript, TypeScript,

Java, C, C++, C#,

Python, Lua, ARM, Latex

Web, SQL, Container, CI/CD, Unix

Unity3D, Wwise, C4D

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Digital Resume



EDUCATION

Oct 2020 **University of California, San Diego(UCSD)**

Human Computer Interaction

Computer Science

Jun 2024 GPA: 3.5/4.0 Junior

WORK*

Jan 2023 **United Nations Office for Project Services(UNOPS)**

Bangkok, Thailand

Software Engineer Intern @UN Web Buy Plus

Present

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 **University of California, San Diego**

San Diego, USA

Instructional Assistant @CSE15L(Software Tools and Techniques)

Dec 2022

Support Professor's lectures, host office hours

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

Oct 2020 **NVIDIA**

Shanghai, China

Game Performance Analyst Intern @Perflab

Mar 2021

Support NVidia Geforce Experience with game performance analysis and optimization

Build automation tools for benchmarking and game related research

PROJECTS*

Dec 2020 **eSport Target Acquisition Enhancement AI**

Developer

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. 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 **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

May 2021

The tool's frontend uses Vue + Vuetify, and its backend uses Python with Flask + OpenCV + tesseract to process the images.

Oct 2018 **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).

Present

GREAT STUFF

Oct 2018	Eroductate
Present	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	More Club
Jun 2020	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	TEDxSHSID
Oct 2019	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 Nationwide)
[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



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英文 , 中文 , 西班牙语 , 上海话 , 亚洲手语	Adobe XD, Figma, Abstract Ps, Pr, Ai, Ae, Lr, Id	他 +1 8584316477 +86 13681984578 yoh@ucsd.edu mohaelder.github.io/me linkedin.com/in/mohaelder github.com/mohaelder
JavaScript, TypeScript, Java, C, C++, C#, Python, Lua, ARM, Latex	Web, SQL, Container, CI/CD, Unix Unity3D, Wwise, C4D	数字简历 

教育

2020.10	加州大学圣迭戈分校 (UCSD)
2024.6	人机交互学 计算机科学 GPA: 3.5/4.0 大三

工作 *

2023.1	联合国项目事务厅 (UNOPS) 泰国, 曼谷 UN Web Buy Plus 软件工程实习生
目前在职	开发 UNWebBuy 的 Web 平台。UNWebBuy 是一个由 UNOPS 担任中间人的政府 / 联合国机构采购平台。Web 平台技术栈使用 Microsoft SQL + ASP.net + Angular js。UNWebBuy 在 200 年创造了 1.75 亿美金的收入。
2022.1	加州大学圣迭戈分校
2022.12	美国, 圣迭戈 CSE15L(软件开发实用技术) 助教 课程中间答疑; 主持实验课; 主持助教答疑; 批改学生作业。课程主要内容为 Unix 指令, Bash 脚本编写, 科学除虫方式, 和 CI/CD
2020.10	NVIDIA 英伟达
2021.5	中国, 上海 Perflab 游戏性能分析实习生 Geforce Experience 游戏优化以及性能 / 自动化 / 深度学习相关软件开发

项目 *

2020.12	电竞游戏索敌辅助人工智能 开发者 开发人工智能训练投票用 WebApp 项目目标为训练一个推荐最佳索敌游戏视频设置的人工智能模型。训练投票用 WebApp 使用 React (Redux Saga, lodash, Material UI, etc), 后端使用 Python(aiohttps, pydantic, pandas)。
Mar 2021	智能游戏截图分析应用 开发者 开发了一款支持 OCR 和特征匹配的 WebApp。该应用目的为协助 NVIDIA 进行游戏自动化交互。
May 2021	应用使用 Vue+Vuetify, 后端使用 Python + Flask + OpenCV + Tesseract
Oct 2018	游戏: 自我性赖 制作人, 首席开发者 开发了一款性教育电子游戏。游戏使用 Unity3D+C#。 游戏拥有最高日活量 30, 000 以及 30, 000 累计玩家数。游戏发布后得到了许多媒体报道, 包括 CCTV 国际版, CGTN。
进行中	

* 简历只显示了我最有影响力的经历。完整经历可以在[这里](#)访问。