

OH YASUSHI / 翁安志 / おやすし

English, Mandarin, Thai

Shanghainese, ASL

JavaScript, TypeScript, C#,

Python, Java, Lua,

C++, C, ARM

Web, SQL, Container, CI/CD,

Unity3D, Wwise

Xd, Figma, Abstract

Ps, Pr, Ai, Ae, Lr, Id

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EDUCATION

Oct 2020

University of California, San Diego(UCSD)

Cognitive Science(HCI)

Computer Science

Dec 2024

GPA: 3.5/4.0 Junior

Digital Resume



WORK*

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
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

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

Jan 2022

University of California, San Diego(UCSD)

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

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

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

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

PROJECTS*

Dec 2020

eSport Target Acquisition Enhancement AI

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).

Present

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

GREAT STUFF

Oct 2018

Eroductate Co-Founder

Present

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 Co-Founder

Jun 2020

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 Co-Organizer

Oct 2019

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](#)

