

# OH YASUSHI<sup>1</sup> / 翁安志 / おやすし



English, Mandarin, Thai Entrepreneurship, Customer Discovery  
Shanghainese, ASL Database, DevOps, Testing  
C#, TypeScript Design Patterns,  
Swift, Python, Java User Research, UI/UX  
Lua, C++ Video Game Engineering  
Ps, Pr, Ai, Ae, Lr, Id

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Digital Resume



## EDUCATION

Oct 2020 **University of California, San Diego(UCSD)**  
Cognitive Science(HCI)  
Computer Science  
Mar 2025 GPA: 3.5/4.0 Junior

## WORK<sup>2</sup>

Dec 2023 **aako**  
San Diego, USA  
Founder | Tech Lead  
Present Founded aako: a novel Social Media solution by fusing AR with Geo-Spatial Interaction and a Blockchain-powered reward system. Leading a team of 12 UI/UX and SWE; conducting human resourcing, project management, investment seeking and other entrepreneurship tasks; leading a team of 8 SWEs to build a Swift + ASP.Net solution with LBS + Web3 + LLM Technology.  
5 Months HR, Marketing, Legal, Customer Discovery, Figma, User Research, Unity3D, Swift, AR Kit, ASP.Net, Postgres, VectorDB, Semantic Search, Entity Framework, Firebase, OpenAI, Azure  
Jan 2023 **United Nations Office for Project Services(UNOPS)**  
Bangkok, Thailand  
Software Engineer @UN Web Buy Plus  
Aug 2023 Develop procurement platform with 3 Devs and 1 QA; develop new feature, refactor ancient code to new tech 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  
CH, ASP.NET, Entity Framework, Dependency Injection, MSSQL, AngularJS, Bootstrap, Svelte, Postman, Jira, ChatGPT, Jest, TFS  
Oct 2020 **NVIDIA**  
Shanghai, China  
Game Performance Analyst @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>

Sep 2023 **Abalone Gonad Index Segmentation**  
Contributor  
Feb 2024 Implemented Segnet with vgg16 to segment Red Abalone Gonad Index. This project serves to help Red Abalones to re-populate and is a sub project under ESB.AI Lab with researchers from UCSD, UCD, and UCSF.  
Jupyter Notebook, Singularity, Segnet, vgg16, Cocos  
Mar 2023 **Uimf-svelte**  
Owner  
Aug 2023 uimf-svelte is an open source component library built with svelte, you can use it to automatically build your frontend with  
UiMetadataFramework.  
Svelte, SvelteKit, Bootstrap, TypeScript, Jest, Vite, Babel, CoreJs  
Oct 2018 **Video Game: Self-reliance**  
Producer, Lead Programmer  
Mar 2023 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).  
CH, Unity3D, PlayMaker, Python, Flask, Vue, Vuetify, visjs, Postman

1: 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.

2: 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

- Apr 2024 **UCLA EDUC 88S: Gamification in Education: making learning fun**  
Guest Lecturer  
Invited by course instructor Sharon Zhao to give a guest lecture about Gamification Application. The lecture covers methodologies for problem-solving within the context of entrepreneurship; application level technical knowledge.
- Apr 2024
- Feb 2024 **NSF I-Corp Desert and Pacific Region**  
Participant  
A National Science Foundation initiated entrepreneurship program that selects researchers and students of several renowned institutions to participate in an intensive 4-week program that teaches the groundworks of starting a company. We conducted over 25 customer interviews and talked with some of the most experienced individuals in the field to bootstrap our business. By the end of the program, our company received \$3000 award to help us with our endeavors.
- Mar 2024
- Oct 2018 **Eroductate**  
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.
- Present
- Sep 2016 **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.
- Jun 2020

## ARTICLES

- [Why don't I like OAs & how to design a good OA](#)  
[Implementing Semantic Search with OpenAI, Postgres, and Entity Framework](#)

## NEWS COVERAGE

- [Sex education game developed by Chinese high-school - CGTN](#)  
[Chinese High School Students Release Interactive Sex Education Game - Raddi China](#)

## ONE MORE THING, I TAKE PICTURES

### [GALLERY](#)



*Hack like a champion*