OH YASUSHI

English, Mandarin, Asian Sign Language

Java, JavaScript, C, C++, C#, Python, Lua, ARM Assembly

Unity3D, Web, Docker, CI/CD, Linux, Benchmark

Adobe XD, Figma, Abstract

Photoshop, Premiere Pro, illustrator, After Effects, FinalCut Pro

Photography, Cinematography

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EDUCATION

Oct 2020 University of California San Diego

Cognitive Science with a Specialization in Design and Interaction

Jun 2024 Computer Science GPA: 3.44/4.0 Junior

WORK

Jan 2022 University of California San Diego

Instructional Assistant @CSE15L(Software Tools and Techniques)

Support Professor's lectures, host office hours, host lab sessions leading with around 15 students engagin in CI/CD, Incremental

Present Programming, Debugging Techniques, and etc.

Oct 2020 NVIDIA

Game Performance Analyst Intern @Perflab

Support Nvidia Geforce Experience with game performance analysis and optimization

Mar 2021 Build automation tools for benchmarking and game related research

Sep 2018 Axiom Technology Group
Frontend SWE Intern

Assist development on webapps (wechat miniapp)

Oct 2020 Instruct K12 programming courses

Sep 2019 Vigorous Youth Training Camp

Photography Coach, Assistant Instructor

Lead and instruct teenagers on outdoor activities around the world $\dot{\ }$

Present Take photos and videos during events with professional workflow

PROJECTS

Dec 2020 eSport Target Acquisition Enhancement AI

Developer

Built a webapp voter to collect training data for the Al.

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

Present 300,000 users after the initial release. The game is also reported by various media including CGTN(Top Chinese Media).

GREAT STUFF

Oct 2018 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 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 out products such as GPA calculator,

Sodex Food Delivery App, and more.

Sep 2018 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 Children

Programming Industry.

HONORS & NEWS

China Thinks Big Young Innovator Award (1 out of 30,000 Nationalwide)

Sex education game developed by Chinese high-school - CGTN https://news.cgtn.com/news/3d3d674d7851544f33457a6333566d54/index.html

Chinese High School Students Release Interactive Sex Education Game - Radii China https://radiichina.com/chinese-high-school-students-release-interactive-sex-education-game/

ONE MORE THING, I ALSO TAKE PICTURES

500px 500px.com/p/259z2ksx87 Mipai mepai.me/mohaelder









