

OH YASUSHI¹ / 翁安志 / おやすし

English, Mandarin, Thai
Shanghainese, ASL

DevOps, Database, Design Pattern, Testing
Entrepreneurship, Project Management

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C#, TypeScript

User Research, UI/UX

Swift, Python, Java

Video Game Production

Lua, C++

Photography, Cinematography,

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EDUCATION

Oct 2020 / Dec 2024
University of California, San Diego(UCSD)
Cognitive Science(HCI)
Computer Science
GPA: 3.5/4.0

Digital Resume



WORK²

Dec 2023 / Present
Aako
San Diego, USA
Founder | Tech Lead
Founded Aako: A tech company focused on changing how we connect. Conducting human resourcing, project management, VC relations and other entrepreneurship tasks; leading a team of 3 SWEs and 2 Designers to build a future-proof and aesthetic Swift + ASP.Net + PostGres solution with LBS + Web3 + LLM Technologies.
HR, Marketing, Legal, Customer Discovery, VC Relations, Figma, User Research, Unity3D, Swift, Reality Kit, ASP.Net, Postgres, VectorDB, Semantic Search, Entity Framework, Firebase, OpenAI, Azure, FCPX

Jan 2023 / Aug 2023
United Nations Office for Project Services(UNOPS)
Bangkok, Thailand
Software Engineer @UN Web Buy Plus
Develop procurement platform with 3 Devs and 1 QA; develop new feature, refactor ancient code to new tech 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, Dependency Injection, MSSQL, AngularJS, Bootstrap, Svelte, Postman, Jira, ChatGPT, Jest, TFS

Oct 2020 / May 2021
NVIDIA
Shanghai, China
Game Performance Analyst @Perflab
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, Jira

PROJECTS²

Sep 2023 / Feb 2024
Avian Enigma
Co-Producer / Lead Engineer
Produced a visual novel video game and currently selling on Steam, Itch.io, and AppStore. Gained considerable media exposure from China and the U.S and praised for the game's avant-garde visual art.
Renpy, Steamworks, Trello

Mar 2023 / Aug 2023
Uimf-svelte
Owner
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 / Mar 2023
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).
C#, Unity3D, PlayMaker, Python, Flask, Vue, Vuetify, visjs, Postman

1: Oh Yasushi is my name's english transition in the original english 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](#)

HONORS & NEWS

[ND Awards 2024 Non-Professional Winner Honorable Mention in Photojournalism x2](#)

[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 FOR FUN

GALLERY



For a better world