Jameson Yee
Computer Graphics | XR developer

Linkedin: www.linkedin.com/in/jamesonyee
Github:https://github.com/jamesonyee
Email: jameson.yee123@gmail.com
Phone: 925-900-3203

Education

Oregon State University, Corvallis, OR
Bachelor of Computer Science
August 2024 | GPA: 3.07

Experience

Undergraduate research assistant
Developed an AR construction visualization application for the Magic Leap 2 using Unity's OpenXR library.

- Collaborated with a professor to design software that enhances visualization and user interaction in AR environments.
- Implemented features such as marker tracking and spatial anchors, enhancing model placement accuracy.

Projects

BallQuest AR (Senior Capstone) | [Watch Demo](#)
Quest 3 Headset, Unreal Engine

- Contributed to the design and development of an immersive maze game leveraging the augmented reality features of the Quest 3
- Implemented real-world physics for interactive gameplay, allowing users to manipulate virtual balls using a physical box.

Realistic Wave Simulation | [Watch Demo](#)
OpenGL, GLSL

- Developed a dynamic wave simulation using Gerstner waves
- Incorporated real-time user interaction to control wave parameters, enhancing visual realism

Technical Skills

- C/C#/C++
- Python
- React
- Node
- Git Version Control
- OpenGL / GLSL
- OpenMP
- OpenXR
- SIMD
- CUDA
- Unity
- Unreal Engine
- Maya
- Lighting/ Rendering
- Parallel programming