Jameson Yee

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Education

Oregon State University
Bachelor of Computer Science
GPA: 3.07 | Class of 2024

Technical Skills

- C/C#/C++
- Python
- Javascript
- Raytracing
- OpenGL
- Unreal Engine
- Software Development
- Game Programming

Experience

SIGGRAPH Student Volunteer
2024; invited to return for 2025

- Collaborated with teams to ensure the smooth operation of ACM SIGGRAPH 2024.
- Facilitated immersive VR experiences in the VR Theater, including guiding guests and assisting with VR headset usage.
- Enforced conference policies such as "No Photography" and monitored attendee compliance.
- Assisted with attendee management tasks, including checking badges and providing directional support.

Undergraduate research assistant
June 2024 - August 2024
Developed an AR construction visualization software for the Magic Leap 2 using Unity's OpenXR library.

- Implemented marker tracking and plane detection with Magic Leap's features, enhancing model placement accuracy.
- Collaborated with a professor to integrate 3D models with ArUco codes, resulting in improved visualization and user customizability.

Relevant Coursework

Intro to Computer Graphics, Grade: A
Computer Graphics Shaders, Grade: A
Virtual / Augmented reality, Grade: A
Cloud App Development, Grade: A

Projects

BallQuest AR (Senior Capstone) | View Project
Quest 3 Headset, Unreal Engine

- Contributed to the design and development of an immersive AR maze game.
- Leveraged the passthrough feature of the Quest 3 for enhanced user experience.
- Implemented real-world physics for interactive gameplay, allowing users to manipulate virtual balls using a physical box.

Realistic Flight Simulator | View Project
Unreal Engine, Cesium, JSBsim

- *Built a real-time aircraft flight simulator in Unreal Engine 5, integrating the JSBSim plugin for advanced flight physics*
- animated a rigged aircraft model, mapping player input to both visual animations and the JSBSim flight dynamics model for responsive, physically accurate gameplay
- Leveraged Cesium's 3D geospatial streaming to provide a high-fidelity open-world flight experience grounded in real-world topography

Realistic Wave Simulation | View Project
OpenGL, GLSL

- Developed a dynamic wave simulation using Gerstner waves.
- Incorporated real-time user interaction to control wave parameters, enhancing visual realism.
- Implemented vertex and fragment shaders to accurately model wave motion.