

# John (Peikai) Mo

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## Work Experience

### Sam's Club | Tech Product Management Intern

Jun 2024 - Aug 2024

- Owned **two initiatives** targeting online and in-club associate fraud; authored **PRDs** that outlined strategic solutions, user stories, and product roadmap; aligned cross-functional teams; actively unblocked engineering dependencies.
- Developed and implemented data driven rules, resulting in a **60% reduction** in online agent collusion fraud.
- Impacted bottom line by **\$3.6M** in annualised estimated fraud cost savings.

### Supersocial | Game Engineering Intern

May 2023 - Aug 2023

- Created a fully-fledged **brand IP prototype** using **UEFN/Verse** and **Agile** methodology, handling game design, programming, balance adjustments, and arranging playtests.
- Authored entire technical documentation tree on Fortnite/UEFN/Verse with **50+** Verse scripts/functionality tutorials.
- Presented prototypes and documentation at company all-hands and answered ad-hoc questions from PMs and designers.

### Mercy Ships | Product Engineering Intern

May 2022 - Aug 2022

- Boosted global operational efficiency by creating **full-stack** applications such as automated housing, flight, medical, and managerial checks for travel requests.
- Resolved **100+** support tickets for **Microsoft 365** and **Atlassian Suite**.

### Computational Neuropsychology and Simulation Lab | Research Assistant

May 2021 - Aug 2021

- Built **XR** environments in **Unity** and wrote **C# scripts** to run psychological tests under the guidance of Dr. Thomas D. Parsons and Dr. Timothy (Fred) McMahan.
- Acquired a **\$4000** grant.

## Projects

### Dream Boy Games | Co-Founder / Lead Developer

Sep 2023 - Present

- 500+ CCU** with **11,000+ plays** incubation game studio built on Fortnite with my Supersocial manager.

### TAMUhack | iNterview Pro | 1st Place out of 800+

Jan 2024

- Personalised AI mock interviews utilising **models** to analyse **facial expressions, eye tracking, and speech-to-text**.
- Integrated with **OpenAI's API** for real-time customised questions and feedback.

### TAMU Datathon | Skribblio Demon | 4th Place out of 50+

Oct 2023

- Built, trained, and tested a **convolutional neural network** with **TensorFlow** and **Keras** from Google's "Quick, Draw!" and a custom dataset to predict and classify drawings based on stroke.

### American Airlines Mini-Hack | Team Lead

Mar 2023

- Built, trained, and tested an **ML** model with **79% accuracy** from **200,000** data points classifying passengers as leisure or business and presented the data and a plan to optimise profit margins.

## Education

### Texas A&M University (TAMU)

College Station, TX

Computer Science | Game Design and Development Minor | GPA: 3.94/4.0

2022 - Expected 2025

Relevant Coursework: Design and Analysis of Algorithms, Data Structures & Algorithms, Programming Studio, Applied Cryptography, Computer Systems, Computer Organization, Discrete Math, Calculus III, Statistics

### Texas Academy of Mathematics and Science (TAMS)

Denton, TX

Computer Science | GPA: 3.96/4.0

2020 - 2022

Relevant Coursework: Computer Science I/II, Calculus I/II, Linear Algebra, Mechanics, Electricity & Magnetism

## Skills

**Programming:** C++, Python, HTML/CSS, JavaScript, Java, Verse, Scheme

**Skills:** Agile, OOP, DSA, Git

**Technologies/Frameworks:** Azure, PowerApps, Jira, Confluence, Google Suite, Adobe Suite, TensorFlow, PyTorch, OpenCV, Pandas, YOLO, Linux, Docker, Unity, UEFN, React

**Languages:** English, Mandarin, Korean (Intermediate)

**Interests:** Brazilian Jiu-Jitsu, ESports, Travelling