John (Peikai) Mo

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Education

Texas A&M University (TAMU)   College Station, TX
Computer Science | GPA: 3.9/4.0   2022 - Expected 2025
Relevant Coursework: Computer Organization, Data Structures & Algorithms, Discrete Math, Calculus III, Statistics

Texas Academy of Mathematics and Science (TAMS)   Denton, TX
Computer Science | GPA: 3.96/4.0   2020 - 2022
Program under the University of North Texas Honors College
Relevant Coursework: Computer Science I/II, Calculus I/II, Linear Algebra, Mechanics, Electricity & Magnetism

Technical Skills

Programming: C++, Python, JavaScript, HTML/CSS, Java, Verse, Scheme   **Skills:** Agile, OOP, DSA, Git
Technologies/Frameworks: Unity, UEFN, Azure, PowerApps, Automate, Jira, Confluence, Google Suite, Adobe Suite, TensorFlow, Pandas, Unix/Linux, Docker, YOLO, React

Work Experience

Supersocial | *Game Engineer Intern*   May 2023 - Aug 2023
- Deep dive into **UEFN**'s engine capabilities and created a fully-fledged **brand IP prototype** using **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.
- Received return offer to continue internship during the school year.

Mercy Ships | *IS Product Administrator Intern*   May 2022 - Aug 2022
- Created and updated automation applications and prototypes with **2 applications** in use across global locations.
- Provided software support for **Microsoft 365** and **Atlassian Suite**, closing **100+** support tickets.
- Received return offer to continue internship during the school year.

Computational Neuropsychology and Simulation Lab | *Research Assistant*   May 2021 - Aug 2021
- Used neurogaming techniques to build **XR** environments in **Unity** 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
- Incubation project to launch a game studio built on Fortnite with my Supersocial manager.
- Developed prototype for an 8-player racing game on UEFN, **publishing soon**.

GM-SAE AutoDrive Challenge II / TAMU | *Research Assistant*   Sep 2023 - Present
- Developing a fully autonomous vehicle guided by Dr. Sivakumar Rathinam.
- Recognising and tracking traffic lights, cars, people, animals, and railroad crossings with **YOLOv8** and **Docker**.

TAMU Datathon | *4th Place out of 10+*   Oct 2023
- Built, trained, and tested a **convolutional neural network** off of Google's "Quick, Draw!" and a custom dataset to predict and classify drawings based on stroke.

Aggies Invent | Team Member   Sep 2022 - Sep 2023
AI/ML (Sandia Labs), US Navy **3rd Place**, Informational Viz (NSA) **4th Place**, Nuclear (Los Alamos Labs)
- Challenged to conceptualise and pitch product proposals according to company need statements in a 48-hour time frame.
- Lead innovative design decisions and communication within **cross-disciplinary** teams and presentations.

American Airlines Mini-Hack | *Team Lead*   Mar 2023
- Built, trained, and tested an **ML** model from **200,000** data points provided by AA that classifies passengers as leisure or business and presented the data and a plan to optimise profit margins.

Language Skills and Interests

Languages: English, Mandarin, Korean (Intermediate)   **Interests:** Brazilian Jiu-Jitsu, ESports, Travelling