John (Peikai) Mo

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Education

Texas A&M University (TAMU) — College Station, TX
Computer Science | Game Design and Development Minor | GPA: 3.92/4.0 — 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

Work Experience

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.
- Received return offer to continue internship during the school year.

Mercy Ships | *Product Engineering Intern* — May 2022 - Aug 2022
- Created and updated full-stack automation applications and prototypes with **2 applications** in use across global locations.
- Resolved **100+** support tickets for **Microsoft 365** and **Atlassian Suite**.
- Received return offer to continue internship during the school year.

Computational Neuropsychology and Simulation Lab | *Research Assistant* — May 2021 - Aug 2021
- Built **XR** environments in **Unity** with neurogaming techniques to run psychological tests under the guidance of Dr. Thomas D. Parsons and Dr. Timothy (Fred) McMahan.
- Acquired a **$4000** grant.

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, Pytorch, OpenCV, Pandas, Unix/Linux, Docker, YOLO, React

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.
- Built and launched two games, peak **500+ CCU** with **11,000+ plays**.

TAMUhack | *iNterview Pro* | *1st Place out of 800+* — Jan 2024
- Full stack application to help prepare people for interviews by analyzing speech, emotions, and eye contact.
- Built, trained, and fine-tuned 5 ML models including facial recognition, expressions, eye tracking, and speech-to-text.

TAMU Datathon | *Skribblio Demon* | *4th Place out of 50+* — Oct 2023
- Built, trained, and tested a **convolutional neural network** with **TensorFlow** and **Keras** 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