

John (Peikai) Mo

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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

- 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**.
- 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** 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 | *Skribblo 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.

Aggies Invent | Pitch Competition 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 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: 3.92/4.0

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

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