John (Peikai) Mo

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EDUCATION

Texas A&M University — Aug. 2022 – May 2025
B.S. in Computer Science | Summa Cum Laude | Dean's Honour Roll | GPA: 3.9/4.0 — *College Station, TX*

EXPERIENCE

AI Software Engineer — July 2025 – Dec. 2025
First Fun — *Santa Clara, CA*
- Founding engineer led **AI tool development**, **game production**, and sprint execution for the U.S. team.
- Prototyped a **0 to 1 automated mobile game QA system** using **multilayer ML** and **computer vision**, reducing manual QA effort and enabling faster iteration cycles.
- Designed and built an **end-to-end AIGC ad pipeline** that ingests Meta Ads data, generates scripts, and produces video creatives, achieving >**20% lower CPI**.

Software Developer — Feb. 2025 – July 2025
PowerDB — *College Station, TX*
- Built and deployed a dynamic equipment tracking system in **C#, WPF (.NET), and SQL Server**, automating XML data parsing to accelerate **QA reporting** by **50%**.
- Increased equipment assignment workflow performance by **10X** through refactoring MVVM architecture and optimising data lookups with dictionary-based mappings.
- Redesigned company website with **Framer, React, and CMS** integration, enhancing **user experience** and decreasing customer support inquiries.

Product Manager Intern — June 2024 – Aug. 2024
Walmart — *Bentonville, AR*
- Owned **two fraud initiatives** that prevented **$3.6MM annual fraud losses (60% reduction)** through implementation of data-driven fraud detection rules using **SQL** and **Salesforce**.
- Authored **PRDs** defining user stories and roadmap; aligned cross-functional teams and unblocked dependencies.

Game Developer Intern — May 2023 – Aug. 2023
Supersocial — *Los Angeles, CA*
- Spearheaded a **full IP prototype** using **Unreal Engine (UEFN/Verse)** with **Agile sprints**
- Led programming, game balancing, playtesting, and documentation.

PROJECTS

Morsl.ai — Nov. 2025 – Present
- Founder and builder of an AI voice platform for SMBs, eliminating missed inbound calls by automating orders, reservations, and customer inquiries in real time.
- Architected and built a **multi-tenant AI voice platform** using **Next.js, TypeScript, tRPC, and Drizzle**, enabling **real-time call handling** and **LLM-driven intent routing**.
- Integrated **Twilio telephony**, **streaming ASR/TTS**, **Google Calendar** scheduling, and **POS APIs**; designed **reliable webhook pipelines**, **call-state synchronization**, and **usage-based metering**.

TAMUhack
- 2025: **DJ Bestie (3rd/700+)** – AI-powered DJ app using TensorFlow, Keras, OpenAI, React/Next.js, and the Spotify API to personalise music curation through real-time speech and computer vision input.
- 2024: **iNterview Pro (1st/800+)** – AI interview coach using PyTorch, OpenCV, OpenAI, OpenGL, and React/Next.js to analyse facial expressions, eye movement, and speech in real time for adaptive feedback.

TECHNICAL SKILLS

AI & ML: LLMs, TensorFlow, PyTorch, Keras, YOLO, OpenCV, pandas, NumPy, Matplotlib
Frameworks & Platforms: React, Next.js, Node.js, .NET, Docker, Azure, Salesforce, Meta Ads
Languages: Python, JavaScript, TypeScript, C#, C++, Java, SQL, HTML/CSS, C
Product: Product discovery, PRD writing, roadmap planning, A/B testing, KPI definition, Agile/Scrum
Interests: Badminton, Snowboarding, Food, Travel, Esports, Brazilian Jiu-Jitsu