John (Peikai) Mo

✉ peikaimo@gmail.com | ☎ +1 725-225-8755 | **in** /john-mo | ˙⌣ jxhnmo.github.io | ⌂/jxhnmo

Education

Texas A&M University (TAMU)   College Station, TX
B.S. in Computer Science | Dean's Honour Roll | GPA: 3.94/4.0   Aug 2022 - May 2025
Relevant Coursework: Machine Learning, NLP, Cloud Computing, Design and Analysis of Algorithms, DSA, UI Design, XR, Software Engineering, Applied Cryptography, Computer Systems, Computer Organization, Discrete Math, Calculus III, Statistics

Work Experience

PowerDB | *Part-Time Software Developer*   Feb 2025 - Present

Sam's Club | *Tech Product Management Intern*   Jun 2024 - Aug 2024
- Reduced online agent collusion fraud by **60%**, preventing **$3.6M** in annualised estimated fraud losses by developing and implementing **data-driven** rules.
- 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.

Supersocial | *Game Engineering Intern*   May 2023 - Aug 2023
- Designed and developed a fully-fledged **brand IP prototype** using **UEFN/Verse** and **Agile** methodology, leading game design, programming, balance adjustments, and playtests.
- Authored a comprehensive technical documentation tree with **50+** Verse scripts/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
- Built **full-stack applications** that automated travel applications for housing, flight, medical, and managerial checks, increasing global operational efficiency.
- Resolved **100+** support tickets for **Microsoft 365** and **Atlassian Suite**, ensuring seamless technical operations.

Computational Neuropsychology and Simulation Lab @ UNT | *Research Assistant*   May 2021 - Aug 2021
- Secured a **$4000** grant and developed **XR** environments in **Unity**, implementing **C#** scripts for psychological testing.

Projects

TAMUhack 2025 | *DJ Bestie* | *3rd Place out of 700+*   Jan 2025
- Developed an **AI-powered interactive DJ** app that personalises music curation based on computer vision, generative AI conversational topics, and real-time music APIs.
- Built the frontend using **React** and **Next.js**, enabling a dynamic and responsive user experience.

Dream Boy Games | *Co-Founder / Lead Developer*   Sep 2023 - Apr 2024
- Built an **incubation game studio** on Fortnite achieving **500+ CCU** and **11,000+ plays**.

TAMUhack 2024 | *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.

Skills

Programming: Python, SQL, C++, C#, JavaScript, HTML/CSS, Java, Verse, Scheme   **Skills:** Agile, OOP, DSA, Git
Technologies/Frameworks: Azure, Docker, Jira, Confluence, Salesforce, Google Suite, Adobe Suite, TensorFlow, PyTorch, OpenCV, Pandas, YOLO, Linux, PowerApps, Unity, UEFN, React
Languages: English, Mandarin, Korean (Intermediate)   **Interests:** Brazilian Jiu-Jitsu, Food, Travelling