

# YEIN JO

## Software Engineer

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<https://trie94.github.io/>

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## Skills

### Programming Languages

C, C#, JAVA, Kotlin, Swift,  
JavaScript, HTML, SCSS

### Tools

Unity, Android Studio, XCode,  
Blender, Photoshop, Sketch,  
Illustrator

## Publications

### Brick: Toward A Model for Designing Synchronous Colocated Augmented Reality Games

Bhattacharyya, P., Nath, R.,  
Jo, Y., Jadhav K., Hammer, J.  
(2019). CHI Conference on  
Games and Play

### Smartphone Lock-screen Interface Design to Facilitate Return for Cross-service Bookmarks

Song, H., Jo, Y., Han, S., Lee,  
H., Kwon, H.  
(2016). Human-Computer  
Interaction Korea

## Education

### Carnegie Mellon University, Entertainment Technology Center

Master of Entertainment Technology

Aug 2017 - May 2019

### Yonsei University, Information and Interaction Design

Bachelor of Science

Mar 2012 - Feb 2016

## Work Experience

### Software Engineer, Google

- Working on Dialer app for Wearables

Jan 2021 - Current

### Software Engineer, Yelp

- Worked on Android app under Local Services Professionals

Oct 2019 - Jan 2021

### Unity Developer Intern, Buck Design

- Implemented a pipeline to record captured AR data
- Implemented gameplay interactions and UI for mobile AR app, SlapStick

Jul 2019 - Sept 2019

### Tech Intern, R/GA

- Implemented a website that analyzes user's media intake data and presents a weekly report with a score

May 2018 - August 2018

## Academic & Personal Projects

### Keep Me Alive, a mobile game

<https://trie94.github.io/keep-me-alive>

- Implemented a movement system for game AI
- Created shaders for game characters and environments

Sept 2019 - Current

### Brick, a collaborative mobile AR game

<https://trie94.github.io/brick>

- Developed an AR multiplayer game using AR Core and Unity in which two players have asymmetric roles and collaborative tasks
- Contributed to a paper accepted for the CHI 2019 Conference

Fall 2018

### AR Pet, a mobile AR pet experience

<https://trie94.github.io/arpet>

- Implemented character voice interaction and animation logic
- Designed and created character and environment art

Spring 2018

### Sketchbook, code sketches website

<https://trie94.github.io/sketchbook>

- Creating code sketches using WebGL, shaders, and Three.js

Fall 2018 - Current

### Re-Present, a VR app for improving public speaking skills

<https://www.etc.cmu.edu/projects/re-present>

- Created a modular system that is capable of compiling data sets including voice, eye contact, and body gestural data
- Implemented a playback feature and timeline interaction in VR that enable a user to navigate between different moments

Fall 2018