

YEIN JO

Software Engineer

EDUCATION

- Aug 2017 **Carnegie Mellon University, Entertainment Technology Center**
- May 2019 *Master of Entertainment Technology*
Pittsburgh, United States
- Mar 2012 **Yonsei University, Information and Interaction Design**
- Feb 2016 *Bachelor of Science*
Seoul, Korea

ACADEMIC PROJECTS

- Fall 2018 **Re-Present, a VR app for improving public speaking skills**
Lead Programmer, Entertainment Technology Center
<https://www.etc.cmu.edu/projects/re-present/>
- Created a modular system capable of compiling data sets including voice, eye contact, and body gestural data
 - Implemented a playback feature and timeline interactions in VR that enable a user to navigate between different moments
- Fall 2018 **Brick, a collaborative mobile AR game**
Interaction/ Gameplay Engineer, Entertainment Technology Center
<https://www.yeinjo.com/brick/>
- Developed an AR multiplayer game using AR Core and Unity where two players have asymmetric roles and collaborative tasks
 - Contributed to a paper conditionally accepted for 2019 CHI
- Fall 2018 **Sketchbook, a website for storing code sketches**
Full Stack Web/ Creative Developer, Personal Project
<https://www.yeinjo.com/sketchbook/>
- Implemented code sketches using WebGL, shaders, Three.js, and Webpack
- Spring 2018 **Frankenstein, a narrative VR experience**
Interaction/ Gameplay Engineer, Entertainment Technology Center
<https://www.etc.cmu.edu/projects/frankenstein/>
- Implemented intuitive VR interfaces using a hand icon, haptics, particle effects, and a custom rim light shader in Unity
 - Designed physical instructions for the installation that is housed at the Posner Center at Carnegie Mellon University

WORK EXPERIENCE

- Summer 2018 **Tilt, a media bias/ credibility analyzing tool**
Tech Intern/ Full Stack Web Developer, R/GA
<http://tilt-static-web.s3-website-us-west-2.amazonaws.com/>
- Implemented a website that analyzes user's media intake data and presents a weekly report with a score
 - Created a scoring system that returns a total score based on the average media bias and credibility level that a user consumes
 - Created a user profile generator that returns user media intake data

CONTACT

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<https://github.com/trie94>

SKILLS

Programming Languages

C, C#, HTML, CSS, SCSS, JavaScript, Java, Swift

Version Control Systems

GitHub, GitLab, Perforce

Tools

Unity, XCode, Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, 3ds Max, Sketch

Platforms

PC, Hololens, HTC Vive, Oculus Rift/ Touch, AR Core, 3D Rudder, CAVE

AWARDS

Herald Design Tech 2015 Finalist, The Korea Herald

- Proposed a mobile application with a feature of a virtual tree that visually represents users' reading progress
- Exhibited the final product at Dongdaemun Design Plaza (DDP)

PUBLICATION

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*

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

Bhattacharyya, P, Nath, R., Jo, Y., Jadhav K., Hammer J.

Conditionally accepted for the 2019 CHI Conference on Games and Play