YEIN JO
Software Engineer

412.500.1232
trie60@gmail.com
https://trie94.github.io/
https://github.com/trie94
https://linkedin.com/in/yein-jo

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
Aug 2017 – May 2019
Master of Entertainment Technology

Yonsei University, Information and Interaction Design
Mar 2012 – Feb 2016
Bachelor of Science

Work Experience

Software Engineer, Google
Jan 2021 – Current
- Working on Dialer app for Wearables

Software Engineer, Yelp
Oct 2019 – Jan 2021
- Working on Android app under Local Services Professionals

Unity Developer Intern, Buck Design
Jul 2019 – Sept 2019
- Implemented a pipeline to record captured AR data
- Implemented gameplay interactions and UI for mobile AR app, SlapStick

Tech Intern, R/GA
May 2018 – August 2018
- Implemented a website that analyzes user's media intake data and presents a weekly report with a score

Academic & Personal Projects

Keep Me Alive, a mobile game
Sept 2019 – Current
https://yeinjo.com/keep-me-alive
- Implemented a movement system for game AI
- Created shaders for game characters and environments

Brick, a collaborative mobile AR game
Fall 2018
https://yeinjo.com/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

AR Pet, a mobile AR pet experience
Spring 2018
https://yeinjo.com/arpet
- Implemented character voice interaction and animation logic
- Designed and created character and environment art

Sketchbook, code sketches website
Fall 2018 – Current
https://yeinjo.com/sketchbook
- Creating code sketches using WebGL, shaders, and Three js

Re-Present, a VR app for improving public speaking skills
Fall 2018
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