YEIN JO
Software Engineer

EDUCATION

Aug 2017 - May 2019

Carnegie Mellon University, Entertainment Technology Center

Master of Entertainment Technology
Pittsburgh, United States

Mar 2012 - Feb 2016

Yonsei University, Information and Interaction Design

Bachelor of Science
Seoul, Korea

ACADEMIC PROJECTS

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 accepted for the CHI 2019 Conference

Spring 2018

AR Pet, a mobile AR pet experience

Interaction Programmer, Entertainment Technology Center
https://www.yeinjo.com/arpet/

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

Fall 2018 - Current

Sketchbook, a website for code sketches

Full Stack Web/ Creative Developer, Personal Project
https://www.yeinjo.com/sketchbook/

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

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

WORK EXPERIENCE

Summer 2019 - Current

Working on a mobile AR project using Unity

Unity Developer Intern, Buck Design

- Implementing game features using Unity with AR Foundation

Summer 2018

Tilt, a media bias/ credibility analyzing tool

Tech Intern/ Full Stack Web Developer, R/GA
http://www.yeinjo.com/rga-intern/

- 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

CONTACT

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https://github.com/trie94

SKILLS

Programming Languages

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

Version Control Systems

GitHub, GitLab, Perforce

Tools

Unity, XCode, Photoshop, Illustrator, Sketch, Premiere Pro, After Effects, Blender

Platforms

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

RELATED COURSES

15-213: *Introduction to Computer Systems*

Spring 2019, CMU

17-683: *Data Structures for Application Programmers*

Spring 2019, CMU

17-681: *Java for Application Programmers*

Spring 2019, CMU

PUBLICATION

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