

YEIN JO

Interaction Engineer

EDUCATION

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

WORK EXPERIENCE

- Summer 2018 **Built a website that projects instagram photos to office screen**
Tech Intern/ Full Stack Web Developer, R/GA
- Created a website that fetches photos from the office instagram account and projects them to the office screens
 - Implemented auto/ manual refresh functions that keep the photo list up-to-date
- Summer 2018 **Prototyped a media bias/ credibility analyzing tool**
Tech Intern/ Full Stack Web Developer, R/GA
- 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 consume
 - Created a user profile generator that returns a pseudo user media intake data

ACADEMIC PROJECTS

- Spring 2018 **Created a collaborative mobile AR game**
Interaction/ Gameplay Engineer, Entertainment Technology Center
- Developed an AR multiplayer game using AR Core and Unity that both players have asymmetric roles and collaborative tasks
 - Developed and iterated interactions through playtesting
- Spring 2018 **Created a narrative VR game based on Frankenstein**
Interaction/ Gameplay Engineer, Entertainment Technology Center
- Developed interface and by using icons, particle effects, haptics, and Unity custom light shader
 - Developed a dialog branching interface where players choose choices and get feedback based on their choices
- Fall 2017 **Built AR/ VR experiences with Unity**
Programmer, Entertainment Technology Center
- Participating in creating five games, each completed within two weeks with different five-person teams
 - Developed AR/ VR experiences in Unity, with platforms including Vive, Hololens, Oculus Touch, CAVE, and 3D Rudder

CONTACT

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<http://github.com/trie94>

SKILLS

Programming Languages

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

Version Control Systems

Perforce, GitHub, GitLab

Tools

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

Platforms

Hololens, Vive with controllers/ trackers, Oculus Touch, AR Core, 3D Rudder, CAVE, PC

Design Methods

Journey Map, Persona & Context Scenario, Storyboard, Task Analysis, UI Map, Use Case

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)

Wearable Computer Competition 2015 Finalist, KAIST

- Proposed a ring-type wearable device for user authentication

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