

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 **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 **Sketchbook, a website for code sketches**
Full Stack Web/ Creative Developer, Personal Project
<https://www.yeinjo.com/sketchbook/>
- Implemented 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 **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*