

# 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

### 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 consumes
  - Created a user profile generator that returns user media intake data

### ACADEMIC PROJECTS

- Fall 2018 **Building a VR app for enhancing public speaking skills**  
*Programmer, Entertainment Technology Center*
- Created a modular system capable of collecting and compiling voice data that can be extended to other data sets
  - Used body tracking data from Kinect to record and play back user movements as an avatar character in VR
- 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 two players have asymmetric roles and collaborative tasks
  - Contributed to a paper conditionally accepted for 2019 CHI
- Spring 2018 **Created a narrative VR game based on Frankenstein**  
*Interaction/ Gameplay Engineer, Entertainment Technology Center*
- Implemented VR interfaces using a hand icon, particle effects, haptics, and a custom rim light shader in Unity
  - Developed believable VR characters by creating a head and eye controller that makes the characters follow a player's movement

### CONTACT

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<http://github.com/trie94>

### SKILLS

#### Programming Languages

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

#### Version Control Systems

Perforce, GitHub, GitLab

#### Tools

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

#### Platforms

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

### 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*