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

***Re-Present*, a VR app for improving public speaking skills**
Programmer, *Entertainment Technology Center*

- 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

Spring 2018

***Brick*, a collaborative mobile AR game**
Interaction/ Gameplay Engineer, *Entertainment Technology Center*

- Developed an AR multiplayer game using AR Core and Unity where two players have asymmetric roles and collaborative tasks
- Contributed to a paper conditionally accepted for 2019 CHI

Spring 2018

***Frankenstein*, a narrative VR experience**
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

WORK EXPERIENCE

Summer 2018

***Tilt*, 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

CONTACT

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http://www.yeinjo.com

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