YEIN JO

Software Engineer

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https://trie94.github.io/
https://github.com/trie94
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Skills

Programming Languages
C, C#, JAVA, Kotlin, Swift, JavaScript, HTML, SCSS

Tools
Unity, Android Studio, XCode, Blender, Photoshop, Sketch, Illustrator

Publications

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

Education

Carnegie Mellon University, Entertainment Technology Center *Aug 2017 - May 2019*
Master of Entertainment Technology

Yonsei University, Information and Interaction Design *Mar 2012 - Feb 2016*
Bachelor of Science

Work Experience

Software Engineer, Google *Jan 2021 - Current*
- Working on Android System UI, with focus on GFX & motion
- Worked on Dialer app for Wearables

Software Engineer, Yelp *Oct 2019 - Jan 2021*
- Worked on Android app under Local Services Professionals

Unity Developer Intern, Buck Design *Jul 2019 - Sept 2019*
- Implemented a pipeline to record captured AR data
- Implemented gameplay interactions and UI for mobile AR app, SlapStick

Tech Intern, R/GA *May 2018 - August 2018*
- Implemented a website that analyzes user's media intake data and presents a weekly report with a score

Academic & Personal Projects

Keep Me Alive, a mobile game *Sept 2019 - Current*
https://trie94.github.io/keep-me-alive
- Implemented a movement system for game AI
- Created shaders for game characters and environments

Brick, a collaborative mobile AR game *Fall 2018*
https://trie94.github.io/brick
- Developed an AR multiplayer game using AR Core and Unity in which two players have asymmetric roles and collaborative tasks
- Contributed to a paper accepted for the CHI 2019 Conference

AR Pet, a mobile AR pet experience *Spring 2018*
https://trie94.github.io/arpet
- Implemented character voice interaction and animation logic
- Designed and created character and environment art

Sketchbook, code sketches website *Fall 2018 - Current*
https://trie94.github.io/sketchbook
- Creating code sketches using WebGL, shaders, and Three js

Re-Present, a VR app for improving public speaking skills *Fall 2018*
https://www.etc.cmu.edu/projects/re-present
- Created a modular system that is capable of compiling data sets including voice, eye contact, and body gestural data
- Implemented a playback feature and timeline interaction in VR that enable a user to navigate between different moments