

YEIN JO

Software Engineer

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<https://yeinjo.com>

<https://github.com/trie94>

<https://linkedin.com/in/yein-jo>

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 Master of Entertainment Technology

Aug 2017 - May 2019

Yonsei University, Information and Interaction Design Bachelor of Science

Mar 2012 - Feb 2016

Work Experience

Software Engineer, Yelp

Oct 2019 - Current

- Working 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://yeinjo.com/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://yeinjo.com/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://yeinjo.com/arpet>

- Implemented character voice interaction and animation logic
- Designed and created character and environment art

Sketchbook, code sketches website

Fall 2018 - Current

<https://yeinjo.com/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