

TSAI-YEN KO (CLEO)

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<https://tsaiyen-cleo-portfolio.webflow.io/>

SUMMARY Hardworking software engineer with experience in VR/AR development and interdisciplinary collaboration. Looking for a position in the location-based entertainment world.

EDUCATION

CARNEGIE MELLON UNIVERSITY	PENNSYLVANIA, US
Master of Entertainment Technology	Expected MAY 2023
NATIONAL CHENG KUNG UNIVERSITY	TAINAN, TAIWAN
Bachelor of Science, Computer Science and Information Engineer	JUN 2019

SKILLS

- C++, C#, Python
- Unity Engine, QT
- VR/AR Application
- Github, Perforce
- Interdisciplinary Team-Based Projects

EXPERIENCE

SOFTWARE ENGINEER OCT '20 – JUN '21
True Sense Co., Ltd | Tainan, Taiwan

- Work on the "Miniature World Car Racing" project
- Built and implemented a road sign recognition database and system using Python
- Constructed a self-driving model car system using Python
- Maintained the central control system

PROJECT RESEARCH ASSISTANT MAR '20 – AUG '20
National Cheng Kung University | Tainan, Taiwan

- Constructed Visual and Thermal Paired Facial Image Database

RESEARCH INTERN MAR '19 – SEP '19
University of Tokyo | Tokyo, Japan

- Researched and evaluated Reinforcement Learning-based Redirected Walking Controller.

TECHNOLOGY CONSULTANT SEP '17 – FEB '18
Aglow Space Art and Performance Art Promotion Center | Tainan, Taiwan

- Consulted on the website construction for a start-up non-profit art promotion center

RECENT

GHOSTER COASTER
A fun and spooky location-based experience implemented with Cave technology, a room with three projected walls and a motion platform.

PROJECTS

MINIATURE WORLD CAR RACING
Racing a remote-control model car in the miniature world while sitting on a motion platform provides realistic feedback according to what the model car they are driving is experiencing.

PUBLICATION

T. Ko, L. Su, Y. Chang, K. Matsumoto, T. Narumi, M. Hirose, "Evaluate Optimal Redirected Walking Planning Using Reinforcement Learning," 2020 IEEE ISMAR-Adjunct
W. Tsai, L. Su, T. Ko, C. Yang and M. Hu, "Improve the Decision-making Skill of Basketball Players by an Action-aware VR Training System," 2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)

LANGUAGE

- Chinese: Native
- English: Fluent
- Japanese: Fluent

INTERESTS

- Performing Arts
- Translation
- Movies