# TSAI-YEN CLEO KO

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## 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
- Interdisciplinary Team-Based Projects

## EXPERIENCE

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

GHOSTER COASTER
A fun and spooky location-based experience implemented in "The Cave," a room with three projected walls and a Programmable moving floor.

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
- Movies
- Sandbox Games