

You-Ming Yeh

Marx

Co-founder, CEO & CTO at Kardomo

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Taiwan

Founder and engineer building consumer products across mobile, web, and backend systems. Creator of Peeps, a social game for close friends and couples. Combines hands-on product development with user research, iteration, and graduate study at National Taiwan University.

Leadership & Product Experience

Kardomo

Current

Co-founder, CEO & CTO

- Lead product direction, engineering, and company operations; develop consumer experiences across iOS, Android, web, internal dashboards, and infrastructure.
- Built the Kardomo K-pop community product across three platforms and two internal dashboards. Publicly reported reaching **20,000 users within two months of launch**, alongside its Android release.

Peeps

Flagship product

Social game for close friends and couples | [playpeeps.app](#)

- Solo-built the initial app: a shared digital home combining photo posts, chat, room decoration, pets, and mini-games. Extended the product across native iOS, Android, backend services, and operational tooling.
- Reached **No. 1 overall on Taiwan's iOS App Store**, a historical milestone publicly recognized by 886 Studios.
- Reported a **68% relative improvement in D30 retention over two months**. Studied long-term users and focused the product loop on posting, receiving responses, and returning to chat.
- Redesigned onboarding around group participation and introduced daily group tasks to help friends experience and repeat the core interaction loop.

Selected Engineering Work

NTU Assistant

Open source

Browser-driven AI workflow | [Repository](#)

- Built an installable AI skill that gathers courses, materials, deadlines, schedules, mail, and academic information from NTU systems through browser automation.

Commit Chad

Open source

AI-assisted command-line tool | [Repository](#)

- Published an npm CLI that generates commit messages from staged changes using OpenAI or Gemini, with confirmation and dry-run options.

Peeps Monetization Intelligence

Spring 2026

NTU Big Data Systems course project | [Case study](#)

- Built a SQL-first player feature store and analysis pipeline, holdout-validated propensity modeling, and a read-only dashboard to prioritize monetization opportunities.
- Documented historical analysis and opportunity estimates; distinguished model projections from realized business results.

Education

National Taiwan University Master's studies, Graduate Institute of Networking and Multimedia (GINM) Ongoing interests: vision-language models, visual perception, and hallucination mitigation.	2025–2027 (expected)
National Taiwan University Information Management Background in information systems, machine learning, computer vision, operations research, and entrepreneurship.	Undergraduate studies

Research & Academic Projects

LLM-enhanced Agent-based Epidemic Modeling Public implementation	Research project
▪ Explored agents with memory and reflection in epidemic simulations, extending earlier INFEKTA-related work. ▪ Implemented comparisons between rule-based and LLM decision makers across policy communication contexts.	
Production Scheduling Optimization Operations research project	2024
▪ Developed a production-planning model using mixed-integer linear programming, Python, and Gurobi, with heuristic methods and a supporting dashboard.	
Computer Vision & Deep Learning Course projects Repository	2024
▪ Investigated image geolocation with MobileNetV3, ResNet, vision transformers, and feature-based nearest-neighbor methods.	

Earlier Experience

Chunghwa Telecom Laboratories Full-stack Developer Intern	July–August 2023
▪ Developed a dining-reservation backend supporting data for more than 100 branches, with frontend, database, and deployment work.	
PDOGS Judge DevOps Developer University judging system	2023
▪ Implemented backend and judge-core delivery pipelines using Docker, GitLab CI/CD, Jenkins, and Nomad.	
NTU ArtFest: Riddle City Full-stack Developer & Project Manager	February–March 2024
▪ Built and deployed an interactive riddle-game platform with Next.js and PostgreSQL; reported more than 300 players in its first week.	

Recognition & Community

- **Ikigai Launchpad, Spring 2026:** participated with Peeps.
- **Second place, ikigai vibe hack 1.0:** LOCKED IN, with Yu-Jhen (Ronny) Yen.
- **NTU iOS Club speaker:** shared experience in building, shipping, and growing consumer apps.

Technical Focus

Mobile: Swift, SwiftUI, React Native, Expo. **Web:** TypeScript, React, Next.js.
Backend & data: Python, NestJS, PostgreSQL, Supabase, Socket.IO, Docker.
AI & research: PyTorch, LLM applications, computer vision, agent-based modeling, Gurobi.