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Work Experience

Hyperconnect, Seoul — Azar *PM team / PIT / Team Leader*

May, 2016 - Current

Working as the leader of Product Intelligence Unit. Design and suggest features which could improve product KPIs based on data, AI technologies.

In 2017, Participated in spin–off project of Azar targeting US market as PM.

[Main tasks]

- Designed new features and managed development schedule
- Monitored KPIs of products and found improvements
- Managed team members to help them make better results

[Details]

- Made roadmap of designated parts of product in every quarter
- Refined features from roadmap in every month
- Allocated features to team member based on their roles
- Designed features and managed development with Notion
- Released features and analyzed data with SQL, Kibana, etc
- Shared reports to directors and suggested following actions

XMON games, Seoul — *Game Designer*

May, 2013 - May, 2016

Working as the Game Designer. Designed mobile shooting game system, levels and contents.

Cooperated with publishing company to publish the games to Google Play.

[Main tasks]

- Designed mobile game system and managed development
- Designed game levels and contents
- Conducted QA and communicated with publisher

[Details]

- Research market trend and suggested idea of new game
- Made a presentation for contract with publisher
- Designed game system and wrote scenario
- Designed game levels and character skills

Skill

JS,HTML,CSS ☆ ☆ ☆

SQL ☆ ☆ ☆

Java,Python ☆ ☆

JIRA, Notion ☆ ☆ ☆ ☆

Slack ☆ ☆ ☆ ☆

Language

English ☆ ☆

Education

Seoul National University, Seoul — *Bachelor's degree*

Feb, 2003 - Feb, 2013

- Information Culture Technologies, College of Social Science, combined major
- Family Child Studies,College of Human Ecology, major