Choi Seokwon

(최석원)

Software Developer



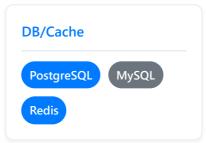
G GitHub Portfolio Blog in LinkedIn

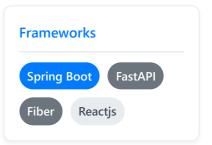
Summary

Software developer passionate about solving everyday problems through code. I believe in learning by building - turning small ideas into complete solutions from design to implementation. Specializing in Golang and Spring Boot, with focus on performance optimization through Redis caching, SQL tuning, and asynchronous processing.

Skills







Key Projects



2025.02 - 2025.03

Personal Project (Fullstack)

To help YouTube streamers and viewers analyze chat trends in real-time and understand communication patterns

Tech Stack: Spring Boot, Java, Redis, Playwright, PostgreSQL, WebSocket, Rust, React

- Stably collected up to 1,677 messages per second during a 30K-viewer livestream using Playwright automation
- Introduced lightweight Rust + Chromiumoxide scraper → reduced memory usage by 65%, improved scalability 3× (50+ concurrent crawlers)
- Optimized batch processing with Redis Pipeline and RSemaphore → reliably handled 2,500 messages every 10 seconds while controlling resource usage
- Implemented real-time donation detection and keyword-based chat trend visualization

GitHub



k-pullup

Korean Pull-up Map using Kakao Map API

2024.02 - Ongoing Maintenance

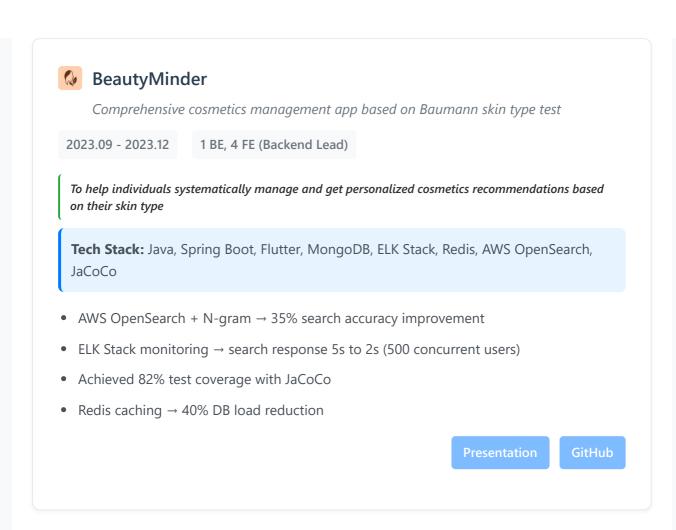
1 BE, 1 FE (Backend Lead)

To help fitness enthusiasts easily find and share pull-up bar locations across Korea

Tech Stack: Go, MySQL, Redis, RabbitMQ, Uber Fx, Bleve, Grafana, Locust

- Optimized MySQL spatial queries → reduced query cost by 66×, improved response time by 85%
- Applied Double AhoCorasick algorithm → profanity filtering reduced from 4,858ms to 1.1ms (10KB Korean text)
- Built Redis-based WebSocket chat system → achieved TPS 3,548 with 1,000 concurrent users and 1M messages in 5 minutes
- Proactively resolved resource leak issue by detecting abnormal long-running tasks via Prometheus + Grafana monitoring

GitHub



Other Projects



Education & Certifications

Ajou University 2017.03 ~ 2024.02 Bachelor of Computer Science

OPIc AL (English)

ACTFL

2023.04 ~ 2025.04, 2025.05 ~

➢ For more technical details, please refer to portfolio or GitHub README