

JISOO KIM

iOS Mobile Application Developer

Visa: Open to sponsorship (TSS 482)
Relocation: Open to anywhere in Australia
Work Condition: Hybrid / Remote

Email: jisoooo97@gmail.com
Phone: +82 10-2369-4175
LinkedIn: linkedin.com/in/jisoo-kim24
Location: Seongnam-si, South Korea

KEY SKILLS

iOS Development

Swift 5+, UIKit, SwiftUI, Xcode

Development Tools

Git, GitHub Actions, Jira/Confluence, Jenkins

Methodologies

Agile/Scrum, TDD, CI/CD

Additional Experience

C, Lua, Python, JavaScript, ROS2, Arduino

EDUCATION

Bachelor of Computer Science Engineering

Pohang University of Science and Technology (POSTECH)
Pohang, South Korea
March 2015 - August 2020
(5 years 5 months)

PATENTS

Washing Machine Appliances with Humidity Measurement

US Patent 12,221,737 B2
Granted: February 2025
[View Patent →](#)

Adaptive Scent Dispensing for Dryer Appliance

US Patent App. 2024/0125041 A1
Filed: April 2024
[View Patent →](#)

Method and System for Image Capturing During Video Call

PCT/KR2024/011967 (WO 2025/084575)
Published: April 2025
[View Patent →](#)

LANGUAGES

English

Professional working proficiency

SUMMARY

iOS developer with 3 years at LINE building VoIP features for 200M MAU. Previously spent 2 years in embedded systems for home appliances and autonomous vehicles. Passionate about side projects, with published apps on Google Play Store.

CAREER HISTORY

iOS Software Engineer (VoIP) - Full Time

LINE Plus Corporation, Seongnam-si, South Korea July 2022 - Present

Developing voice and video call features for LINE's mobile platform serving 200M+ MAU

- Puri PhotoBooth Service** (Real-time Photo Booth for Video Calls)
 - Save Photo View:** Implemented view for saving and sharing captured photos
 - Member List View:** Designed and implemented view displaying real-time camera/mic status for up to 4 participants
 - Event Notification System:** Built in-app notification system for user events (join/leave, photo saved, theme changed)
 - Feature Tooltip View:** Created tooltip system for feature guidance and user onboarding
- Watch Together Feature** (Screen Sharing Redesign)
 - Bottom Sheet Navigation:** Redesigned UI with tab navigation for screen sharing and YouTube co-viewing
 - Screen Share Module:** Implemented screen sharing functionality and state management based on new design specifications
- LiveTalk VoIP** (Voice Communication for OpenChat)
 - Speaker Request View:** Designed and implemented speaker request view and approval workflow
 - Room Management & Info:** Developed more menu with room title editing and real-time room information display
- Self Check Feature** (Pre-call Device Testing)
 - Device Testing UI:** Redesigned camera and microphone testing interface for pre-call validation
 - Architecture Refactoring:** Migrated codebase to The Composable Architecture (TCA) pattern and implemented comprehensive unit tests
- DevOps Automation:** Created GitHub Actions workflows to automate execution of internal Xcode tools for color updates, code formatting, and linting on company servers
- Feature Implementation:** Implemented UI components and business logic across multiple feature developments

Korean
Native

REFERENCES

Available upon request

- **Cross-team Collaboration:** Collaborated with product managers on specification review and designers on UI/UX decisions; participated in code reviews and maintained code quality standards within the team
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- Embedded Software Engineer - Full Time**
GE Appliances, Seongnam-si, South Korea (Edison Program) June 2021 - July 2022
(1 year 1 month)
- Developed embedded software for smart home appliances using C/C++ and Lua in agile environment*
- **Washer Feature Development:**
 - **New Features:** Implemented stain removal and adaptive washing control logic using C/Lua with TDD
 - **Maintenance:** Fixed bugs in existing features and conducted unit/integration testing and code reviews
 - **Sprout Refrigerator:**
 - **Rotation Control:** Designed and implemented tower rotation control logic using C/Lua
 - **Algorithm Optimization:** Optimized rotation speed algorithms without hardware modifications
 - **Hackathon Projects:**
 - **7th Hackathon - JOJO (2nd place):** Led plant monitoring robot project, implementing Arduino-based sensor control for hardware movement and monitoring
 - **6th Hackathon - POPO (3rd place):** Led home monitoring robot project as team leader, developing Arduino sensor control system for robot movement and camera positioning
 - **Development Methodology:** Applied test-driven development with comprehensive unit and integration testing
 - **Team Collaboration:** Participated in biweekly agile sprint planning and conducted peer code reviews
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- Embedded Software Engineer - Full Time**
Wayties Inc., Seongnam-si, South Korea August 2020 - March 2021
(8 months)
- Developed message stack for V2X communication device enabling vehicle-to-vehicle communication*
- **WX Board:** Developed encoding/decoding modules for IEEE 1609.2/1609.3 and SAE J2735 message types using C++11 and ASN.1
 - **Traffic Signal Controller Simulator:** Led development of web-based traffic signal simulator with Node.js server and C++ ROS2 parsers for SPaT/MAP topics
 - **Development Methodology:** Implemented test suites using Google Test framework with agile development practices

PERSONAL PROJECTS

MAAL Daliza - Horse Racing Decision Support System (Team Leader)
December 2022 - December 2023 (1 year)

- **Team Leadership:** Led 3-person team to develop betting decision support system using Korea Racing Authority API
 - **Data Engineering & Testing:** Developed data collection code and backtesting framework to validate predictions against historical race results
 - **Automation:** Built automated pipeline integrating data collection, model training, and backtesting processes
 - **Web Application:** Created web application for real-time race day betting recommendations
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Factory Kim - Coupon Book Android App

October 2022 - March 2023 (5 months)

- **Leadership & Planning:** Led project planning, specification definition, and architecture design
- **Product Development:** Published Android application allowing users to create personalized digital coupons with custom designs and themes, built with Kotlin 1.6.10 and Android Studio, targeting SDK 32; achieved 100+ downloads on Google Play Store