

Jaewook Ahn

Seoul, South Korea

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Work Experience

Google

Seoul, South Korea

Software Engineer

Jul. 2024 – Present

IMS Media on offload accelerator

- Contributing to enhancements on the embedded audio platform for Pixel, targeting reductions in audio call battery usage and latency.
- Improving readability and porting AP-side ImsMedia module to offload accelerator platform using Pigweed.
- Migrating thread architecture to event handler architecture to reduce system memory usage.
- Setting up unit tests and improving test coverage.

Call test enhancement

- Designed and implemented a audio source module for audio call testing, replacing device microphone input with standardized audio files.
- Enhanced test consistency and reproducibility, enabling targeted reproduction of problematic audio conditions without packet logs and allowing flexible adjustment of test scenarios.
- Laid the groundwork for planned Phase 2 automation of call quality measurement and metric generation, aimed at reducing test overhead and expanding scenario coverage for the IMS Media team.

IMS Media Testing app refactoring

- Spearheaded a comprehensive refactoring of the ImsMediaTestingApp to enhance long-term maintainability and support evolving testing requirements.
- Architected the separation of core logic from the user interface, establishing clearer component boundaries and improving modularity throughout the application.
- Reorganized the codebase for improved readability and structure, significantly boosting extensibility to facilitate easier and faster integration of new test scenarios for diverse IMS media features in future development cycles.

AICON

Seoul, South Korea

Software Engineering Intern

Mar. 2023 – May 2023

- Developed a JavaScript PDF editor library for architectural drawings that supports fast rendering for large size (100MB+) file.
- Implemented a lightweight PDF renderer that supports efficient rendering based on screen size using WebAssembly ported PDFium library.

PlusTV

Seoul, South Korea

Software Engineer

Mar. 2018 – Nov. 2018

- Developed and maintained signage player on WebOS that required high-reliability and fully remote controllable for CJ cafe & bakery stores.
- Designed socket-based multi-screen synchronization system which ensures < 50ms latency between 3 displays for wide format video playing.

Summary

Software Engineer with 3 years of work experience, having passionate to build highly reliable product through keen enjoyment.

Education

Kookmin University

- Mar. 2017 – Aug. 2024
- B.S. in Computer Science

Activities

Teaching Assistant

2022 - 2023

- Create React Native lecture video and modern Android development lecture slides.

Software Maestro

7th Mentee

Jul. 2016 – Jun. 2017

- A software training course managed by government agency.

Skills

TypeScript	Expert
C++	Advanced
Java	Advanced
Python	Intermediate
PostgreSQL	Intermediate
Shell Script	Novice