

Jindo Kim

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Professional Summary

I'm an engineer with military experience who starts with defining contracts, interfaces, or conventions. They're the cornerstone that connects everyone: PMs, developers, users, functions, systems. Each side thinks and interacts differently. So, my approach is understanding them, considering how their environment can guide them naturally, and making them all work seamlessly, delivering measurable impact.

Key Achievements

- 94.88% cost reduction in CI/CD pipeline infrastructure.
- Resolved 14-month untestable legacy architecture.
- Unblocked stalled development by leading API contract documentation that aligned all stakeholders.
- Optimized containerization: 93% faster builds, 73 to 3 vulnerabilities.
- Stabilized crashed Unity build server: 80% faster, 90% CPU reduction.
- Enabled team to achieve 80% code coverage from 0.

Technical Skills

- **Backend:** Spring Boot, ASP.NET, Django, Node.js
- **Frontend:** React.js
- **Database:** MongoDB, MS SQL, MySQL, PostgreSQL
- **Languages:** C#, Python, Groovy, Java, JavaScript, TypeScript
- **Cloud Infrastructure:** Azure (Container Services, AKS, Batch Computing, Functions), AWS (IAM, CodePipeline)
- **DevOps:** Jenkins, SonarQube, Docker, Shell Scripting, Nginx

Professional Work Experience

Cloud / DevOps Engineer - VARLab, Waterloo, ON

May 2024 - Jul 2025

- Resolved 14-month technical debt by transforming 5 monolithic pipelines (37% duplication, untestable) into domain-driven 4-layer architecture with centralized library, enabling testability.
- Simplified debugging by identifying a 3-level execution pattern and architecting a foundational logging system, enabling a standardized interface integrated across pipeline domains.
- Stabilized crashed Unity build server by analyzing build lifecycle, addressing team workflow, server capacity, and build quality trade-offs, achieving 80% faster builds and 90% CPU reduction.
- Achieved 93% faster Docker builds and reduced container vulnerabilities from 73 to 3 by migrating pipeline infrastructure to Linux and optimizing container images.
- Achieved 94.88% CI/CD pipeline infrastructure cost reduction through on-demand cloud provisioning strategy, modularizing build/test environment for Unity.
- Contributed to external web simulation integration into LMS platforms (Moodle, D2L) by establishing LTI-compliant server-to-server connection and securing hosting infrastructure through CIS compliance.
- Enabled web development team to achieve 80% code coverage by establishing CI/CD infrastructure from research to implementation.
- Enabled Docker containerization on Windows build server by identifying Azure VM nested virtualization requirements and migrating to compatible VM series and security level.
- Saved 20-30 minutes build time per review (14 daily) by deploying Unity WebGL builds to cloud static hosting with one-click testing access, eliminating dedicated server costs.

Additional Professional Experience

Backend Development Lead (Part-time Contract) – *Helpr.ai, Toronto, ON* *Sep 2025 - Present*

- Led cross-functional team by creating unified documentation system, transforming CEO/PM requirements into live document combining wireframes, user flows, and API contracts, enabling non-technical and technical stakeholders to collaborate and unblocking stalled development.
- Ramped up on Django codebase and mentored junior backend developer through database schema design and API implementation.
- Streamlined deployment workflow by designing AWS IAM policy enabling developers to directly monitor CodePipeline status.

Backend Developer (Part-time Contract) - *Pilot Things, Montréal, Québec* *Feb 2025 - Mar 2025*

- Collaborated on IoT platform integration enabling Pilot Things data visualization through Thingsboard, an open-source IoT platform, for enhanced monitoring and analytics capabilities.
- Built integration service layer using Java and Spring Boot, implementing Adapter pattern to wrap Thingsboard REST APIs with Model-Service-Interface architecture for seamless compatibility.
- Created comprehensive integration tests validating API compatibility with Thingsboard's Role-Based Access Control system, achieving 100% successful data delivery and operation verification.

Web Developer (Volunteer) - *Affinity Mentorship Foundation, Calgary, AB* *Dec 2023 - May 2024*

- Developed a website from scratch using React.js, TypeScript, Tailwind CSS, and Express.js, implementing modular, component-based architecture to enhance reusability and maintainability.
- Boosted team efficiency by creating a [YouTube tutorial](#) on Azure DevOps Boards to support Agile adoption.

Leadership / Military Experience

Deputy Platoon Leader - *Ranger Regiment, South Korea*

- Led 40-member team and coordinated 120 personnel across units while adapting to four company commanders with different leadership styles.
- Managed critical resource allocation (personnel, equipment, supplies) while consistently meeting operational objectives under high-pressure environments.

Projects

Unity CI Enabler - *Open-Source Project* *May 2025 - Present*

- Building open-source tool for Unity developers democratizing VARLab's serverless build/test environment (94.88% cost reduction) by packaging it as plug-and-play cloud architecture requiring no DevOps or cloud knowledge.

Education

Computer Programming and Analysis - *Conestoga College, Waterloo, ON* *Jan 2023 - Present*

- Expected Graduation: April 2026
- GPA: 3.95/4.00