

Jindo Kim

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Professional Summary

Solves complex technical challenges by understanding the complete picture.
Designs clear contracts that enable seamless interactions for developers, users, and systems alike.

Key Achievements

- 94.88% cost reduction in CI/CD.
- 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 Unity CI/CD (previously crashed servers): 80% faster, 90% CPU reduction.
- Enabled team to achieve 80% code coverage from 0.

Technical Skills

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

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 based on it, enabling a standardized interface seamlessly integrated across all pipeline domains.
- Unlocked Unity CI/CD that previously crashed servers by analyzing complete build lifecycle, addressing team workflow, server capacity, and build quality trade-offs, achieving 80% faster builds and 90% CPU reduction.
- Achieved over 93% faster Docker builds and reduced container vulnerabilities from 73 to 3 by migrating CI/CD infrastructure to Linux and optimizing container images, validated through Docker security analysis.
- Achieved 94.88% cost reduction by transforming CI/CD infrastructure through modularized build/test environment for Unity projects, extracting the modules from dedicated servers to on-demand cloud services.
- 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 CI/CD 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, streamlining developer workflow and 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.

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.

Military/Leadership 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