

# 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.

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## 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.

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## 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

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## 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.

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## **Additional Professional Experience**

**Backend Development Lead (Part-time Contract)** – Helprr.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.

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## **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.

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## **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.

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## **Education**

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

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