**Skills** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• C# | .NET | Java | JavaScript | TypeScript | C++ | C | CosmosDB | MSSQL | Node | Express | React | Vue | Redux | jQuery | NoSQL | Git   
• Azure | Cloud Computing | CI/CD | XUnit | Jest | Cucumber | Nightwatch | Unit Testing | Lambda | OOP | Unity 2D | Game Development  
• Microservices | Distributed Systems | Frontend | Backend | Full-Stack | English, Korean, Japanese – *All professional proficiency or above*

**Experience** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **YouTuber** |  | [**YouTube**](https://youtube.com/piratekingdom) |  | **07/2021 - Current** |

• **PIRATE KING**, Software Engineering, SWE Skits & Entertainment, Tech Life, Coding, Career Advice, LeetCode

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| **Software Engineer** |  | **Microsoft** | *Redmond, WA, USA* | **05/2018 - 04/2022** |

• Led the design and development of multiple enterprise-level microservice applications of Commerce Experience Group, driving $35.3   
 billion of revenue every year using the latest technologies of **Azure, C#, .NET, Cosmos DB, Azure Functions**, **Key Vault, and** **MS Graph**.  
• Designed and implemented scalable APIs and background workers for managing first- and third-party proprietary licenses using **.net   
 Core, Azure Functions**, and other **Azure cloud technologies** that serve millions of license requests daily.  
• Led the development of several products E2E, from identifying system requirements and partner dependencies to workload balancing,   
 software implementation, engineering, testing, and configuring metrics, alarms, monitors, and dashboards.  
• Enriched system metrics by integrating the platforms with telemetry; facilitated in-depth logging by correlating APIs with vector contexts.  
• Continuous Integration/Deployment Pipeline Integration, pull requests, code reviews, load/stress testing, unit/integration/e2e testing

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| **Software Development Engineer** |  | **Amazon** | *Seattle, WA, USA* | **04/2017 - 04/2018** |

• Implemented enterprise applications of Prime's Content Experiment Platforms using **Java, React**, AngularJS, AWS, and DynamoDB.

• Designed and developed systems facilitating marketers to perform various optimization experiments within the Prime ecosphere.  
• Automated and optimized business logic for the core marketing experiments, including A/B, Auto-Targeting, and Multivariate Testing.  
• Completely automated the marketing platforms' user-experience testing process by integrating Nightwatch Selenium.

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| **Software Engineer** |  | **ebay** | *Seoul, South Korea* | **12/2014 - 03/2017** |

• Designed and implemented enterprise fintech applications of South Korea's largest e-commerce platforms (Gmarket, Auction, SmilePay),   
 driving monthly revenue of $1 billion using **C# .NET, MVC, MSSQL**, node, react, redux, and jQuery.  
• ***Reported directly to CPO:*** Engineering lead for designing and developing the fintech transaction dashboard that provides a rich visual   
 summary of daily user purchase patterns powered by [Google Chart](https://developers.google.com/chart/). Used by the board of directors in the decision-making process.  
• Engineering owner of the E2E experience of the commerce platform's cancel, return, and exchange systems (PC/Mobile).  
• Integrated multiple third-party systems with the escrow platform, including Alipay, increasing global revenue by 23% in the first quarter.

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| **Software Engineer, Intern** |  | **NCSoft** | *Seoul, South Korea* | **07/2014 - 08/2014** |

• **Fashion Street:** Mobile social game application development (Cocos2D/C++)

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| **Software Engineer, Contract** |  | **Cyberstep** | *Tokyo, Japan* | **06/2013 - 12/2013** |

• **Combat Bots Cosmic Commander:** Mobile RTS game client and server development (ActionScript3 & Java)

**Education** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Bachelor of Science** |  | **Carnegie Mellon University** | *Pittsburgh, PA, USA* | **08/2007 - 12/2010** |

• Major in Electrical and Computer Engineering

**Projects** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• **COLORMAN:** Creator of a 2D mobile strategy puzzle game (Unity 2D, C#, Android, iOS). Link to [YouTube](https://youtu.be/XcmrRloeSEw?t=829) Gameplay **(07/2020)**  
• **SPIKE:** Designed and developed an award-winning action puzzle game [SPIKE](https://youtu.be/XcmrRloeSEw?t=929) at a Game Development Competition in Japan **(03/2013)**

**Mentorship** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• [**Springboard**](https://www.piratekingdom.com/deals)**:** Coding Bootcamp Mentor responsible for mentoring and giving career advice to SWE students **(01/2021 - 04/2022)**• **Computer Science Tutor:** Programming | Data Structure and Algorithms | career advice | coding interview prep | professional portfolio

**Others** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• **Bronze Award**: Won 4th prize for the development of action game [SPIKE](https://youtu.be/XcmrRloeSEw?t=929) at HAL Game Development Competition in Tokyo **(03/2013)**• **Certificate of Japanese Language Proficiency N1**: The highest-level certificate of Japanese proficiency ([24.1%](http://www.jlpt.jp/e/statistics/archive/201202.html) Pass Rate) **(02/2014)**