

# Jinwoo Yom

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## OBJECTIVE

A full-time position for starting after May 2019 in a software development team where I can utilize my software development skills and my passion for cyber security to develop, test and deliver secure applications.

## EDUCATION

**College of Engineering, Virginia Tech**, Blacksburg, VA | **GPA: 3.74/4.00**, Dean's List 2017 - Present  
**Master of Science in Computer Engineering**, Area of focus in Networks and Cybersecurity

**College of Engineering, Virginia Tech**, Blacksburg, VA | **GPA: 3.57/4.00**, Dean's List 2013 - 2017  
**Bachelor of Science in Computer Engineering**, Minor in Computer Science

## SKILLS

- **Prog. Languages:** Java, C++, C, PHP, JavaScript, Typescript, NodeJS C#, Python, HTML5, CSS3, Assembly (MIPS)
- **Database:** MySQL, NoSQL, MongoDB, Elastic Search, DynamoDB, LowDB
- **Tools:** AWS, LLVM, Wireshark, Burp Suite, Hydra, SQL map, Unity 5, Microsoft SSMS, BI Tool(iDashboard), Git
- **Languages:** Fluent in Korean and English
- **Leadership: (President)** The Honors Society of IEEE - Eta Kappa Nu

## EXPERIENCE

**Virginia Cyber Range**, Blacksburg, VA 2017 - 2018  
Cyber Security/DevOps Developer

- Responsible for the Typescript based provisioning back-end stack of the internal RESTful services
- Designed the software to be platform independent and highly scalable to serve as one of the most critical components in the entire software system
- Improved the security and efficiency of the services by 98% through architecting and implementing an asynchronous system with proper error handlers
- Stood up and maintained various API services using AWS and Docker to improve application scalability

### **CodePath**

Software Developer 2017

- Responsible for the development of SQL Injection and Advanced Web Security related content for the online course
- Automated, maintained and led the application deployments using Ruby scripts and GCloud services
- Provided technical support for students, TAs and mentors for the Web Security course

### **Electronic Arts**, Redwood City, CA

IT & Operations Intern 2016

- "The Metrics Project": Created IT Service Metrics dashboard to visualize data in a central location for users to access, interact, and analyze real time data to support business decisions; worked with Scrum methodology
- Troubleshoot performance issue by optimizing database code; improved services response time by 40%

### **Electronic Arts**, Redwood City, CA

Software Engineering Intern 2015

- Created educational games (based on StarTalk Radio) using Unity 3D game engine for the Xfinity Games platform
- Developed responsive and scalable browser-based controllers that users can access using various smart devices
- Led two other interns on independent project to develop a multiplayer game on the Xfinity Games platform using C#, NodeJS, HTML, CSS; proposed to Chief Creative Officer and his direct staff

## PROJECTS

**Serendipity - A decentralized social media platform**, College Park, MD - (Language: Python) 2018

- Architected and developed the back-end infrastructure and APIs to support the decentralized model for public posts
- Dockerized the full stack of the lightweight social media platform service for easy shipping

**Stackable Linux File System**, Blacksburg, VA 2017

- Researched on pre-existing stackable file systems such as WrapFS and eCryptFS to study their implementations
- Implemented a stackable file system that runs on top of an existing file system (e.g., ext4) and provide simple Caesar cipher encryption/decryption of file contents for security