

# DAHYUN KO

Available to work for a duration of 4 to 8 months

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[Github](#) [LinkedIn](#) [Portfolio Website](#)

## TECHNICAL SKILLS

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- **Programming Languages:** C#, JavaScript (TypeScript), Python, Java, Groovy
- **Frameworks & Library:** ASP.NET Core, React.js, Node.js Flask, GraphQL, jQuery, Bootstrap, MUI, Sass
- **Database:** MySQL, MongoDB, PostgreSQL, MS SQL Server Management, Visual FoxPro
- **Cloud & Infrastructure:** Azure VM, ACR, Docker, Jenkins, Linux, VMWare, Active Directory, Nginx
- **Source Control:** Bitbucket, Sourcetree, Git & GitHub, Github Desktop
- **Project Management:** Azure DevOps, Jira, Confluence
- **Software Development Principles:** Agile, Object-Oriented Programming (OOP)

## WORK EXPERIENCE

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### DEVOPS SOFTWARE DEVELOPER

Sep 2024 - Present

Virtual and Augmented Reality Lab - Waterloo, ON, Canada

- Developed Jenkins pipelines to automate testing, reporting, and deployment for Unity and Node.js projects.
- Improved memory usage on the Jenkins server by 28% (from 242.9GB to 174.8GB) through automated scripting.
- Containerize web applications using Docker and integrated into Azure Container Registry for deployment.
- Managed web servers and integrated our web services into the LMS (e.g. D2L, Moodle) using the LTI protocol.

### DATA SPECIALIST

May 2024 - Aug 2024

Inventory Management Analysis Ltd. - Tillsonburg, ON, Canada (Remote)

- Conducted data collection in Wisconsin, USA, and performed data cleansing to enhance accuracy and reliability.
- Developed a web application with React.js and GraphQL to improve the UI/UX of internal company web services.
- Strengthened adaptability and communication skills by applying customized data cleansing standards based on client requirements.

## PROJECTS

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### UNITY 2D PLATFORMER GAME BY TEAM PANDASAURUS

C#, Unity, Git & GitHub, Azure DevOps

- Collaborated within a 9-person team using Azure DevOps and Agile methodology to create project management diagrams, enhancing workflow efficiency and achieving a 75% task completion rate (40 out of 53 tasks closed)
- Implemented the audio manager that works across the entire game scenes and effective scene flow management.

### UNITY 2D PLATFORMER GAME BY TEAM TURTLE CHICKEN

C#, Unity, Git & GitHub

- Developed a 2D platformer game in Unity, implementing object-oriented programming concepts.
- Designed the game mechanics, level layouts, dynamic collision system, and game-clear conditions to create an immersive player experience.

## VOLUNTEER

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### AFFINITY MENTORSHIP FOUNDATION

Mar 2024 - May 2024

JavaScript, React.js, Azure DevOps, Agile Methodology, Tailwind CSS, HTML

- Volunteered in a React-based web development project as a 5-developer team for a non-profit organization, utilizing the Azure DevOps platform and Agile methodology.
- Actively engaged with the client through weekly meetings to share and incorporate their requirements, continuously evolving the project scope as we progressed.

## EDUCATION

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### COMPUTER PROGRAMMING & ANALYSIS

Conestoga College | 2022 - Present (2026)

Advanced diploma in Applied Computer Science & IT

- GPA 3.92
- Participated in Introduction to Indie Game Development in Fall 2023 and Winter 2024.
- **Co-op term (Sep/2024 - Aug/2025)**