DAHYUN KO

Available to work for a duration of 4 to 8 months

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Github: https://github.com/Ko-dany   LinkedIn: https://www.linkedin.com/in/dahyun-dany-ko/

TECHNICAL SKILLS

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

WORK EXPERIENCE

DEVOPS SOFTWARE DEVELOPER
Sep 2024 - Present
Virtual and Augmented Reality Lab - Waterloo, ON, Canada

- Developed and administered Jenkins pipelines to automate software testing, reporting, and deployment.
- Administered web servers and successfully integrated our web services into the LMS 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 proceeded data cleansing to improve accuracy and reliability.
- Developed a React web application to enhance the user experience of internal company web services.

PROJECTS

UNITY 2D PLATFORMER GAME BY TEAM PANDASAURUS
C#, Unity, Git & GitHub, Azure DevOps

- Collaborated in a 9-person team through DevOps to utilize Agile methodology and created project management diagrams to enhance workflow efficiency.
- Produced the audio manager that works across the entire game and implemented effective scene flow management.

UNITY 2D PLATFORMER GAME BY TEAM TURTLE CHICKEN
C#, Unity, Git & GitHub

- Collaborated with a 4-person team through GitHub to develop a 2D platformer game using Unity.
- Created the game design, level designs, dynamic collision system, and game-clear conditions for an immersive player experience.

VOLUNTEER

AFFINITY MENTORSHIP FOUNDATION
Mar 2024 - May 2024
JavaScript, React.js, Azure DevOps, Agile Methodology, Tailwind CSS, HTML

- Participated in a React-based web development project with 5 developers 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

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
- **Co-op term (Sep/2024 - Aug/2025)**

FASHION INDUSTRY
Incheon National University | 2015 - 2020
Bachelor's Degree in Home Economics

- Exchange student program at the University of Winnipeg