



A dedicated QA Engineer focused on delivering superior product quality and customer satisfaction.
I excel at identifying and implementing effective tools and testing methodologies to ensure optimal performance within any development environment.

Language

English | Intermediate
Korean | Native

Skills

Data Analysis & Visualization: SQL, Selenium, Firebase
App Performance Verification: Xcode
UI Test Automation Development: Python, Appium
CI/CD Pipeline Implementation: GitLab CI/CD
Collaboration & Project Coordination: Jira, Confluence, GitLab

Projects

SOOP Mobile App

Jul 2024 - Present: Lead of QA for Personalized AI Assistant, 'SOOP'
Dec 2024 - Present: Automated LLM-based Test Case Generation
Feb 2024 - Jun 2024: Led QA for SOOP Global Service Launch
Apr 2023 - Aug 2023: Led QA for the Onlive Vietnam Service Launch
Jul 2021 - Present: SOOP QA engineer (Korean version)

Nexon Mobile Games

Mar 2021 - May 2021: MapleStory Mobile Chinese version QA engineer
Jan 2019 - Mar 2019: Overhit Global Version QA engineer
2017 - Jan 2019: Overhit QA engineer (Korean version)
2015 - Mar 2019: Led QA for the 'DomiNations' Asia Region Server
2015 - 2017: Performed Security Analysis for Mobile Games

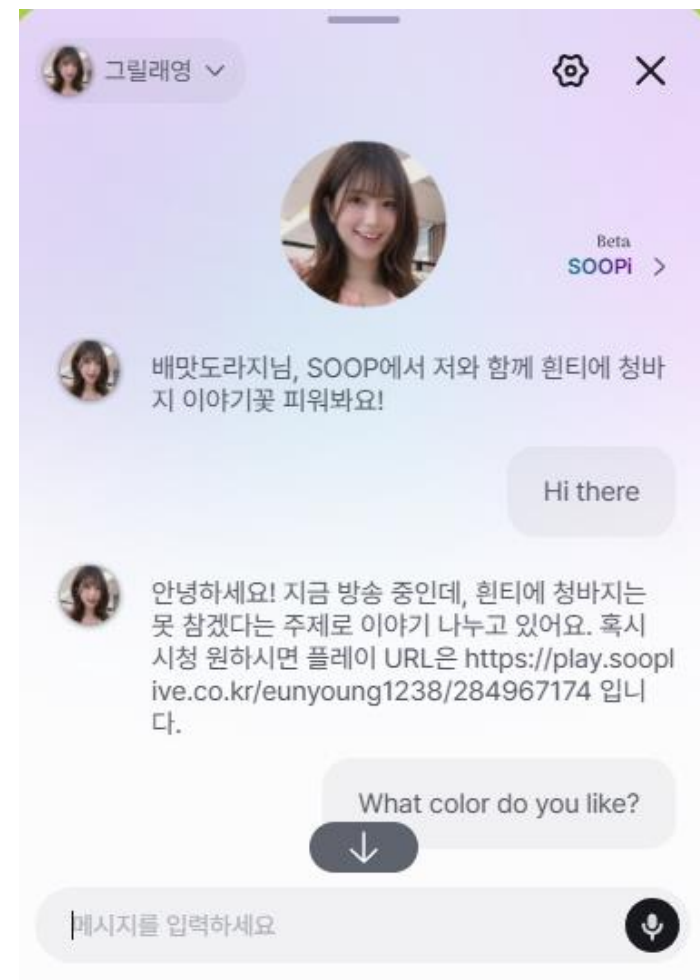
Projects Summary

- Custom AI Assistant **SOOPI** Development/Management
- Automated Test Case Generation/Implementation
- Successful Launch of SOOP Global Service
- Onlive Service Launch
- SOOP (formerly AfreecaTV) Mobile Application QA Established Overseas Partnership for MapleStory Mobile
- Overhit Global Service Management
- Overhit Korea Service Management
- Dominations Asia Service Management
- Security Vulnerability Assessment and Analysis

Duration July 2024 - Present

Responsibilities

- Led QA the personalized AI assistant service, SOOPI.
- Developed and implemented LLM answer quality standards (using BERT Score, N-gram, and LLM-based scoring methods).
- Built an automated pipeline for comparing LLM responses with ground truth answers to assess similarity.



Performance Testing

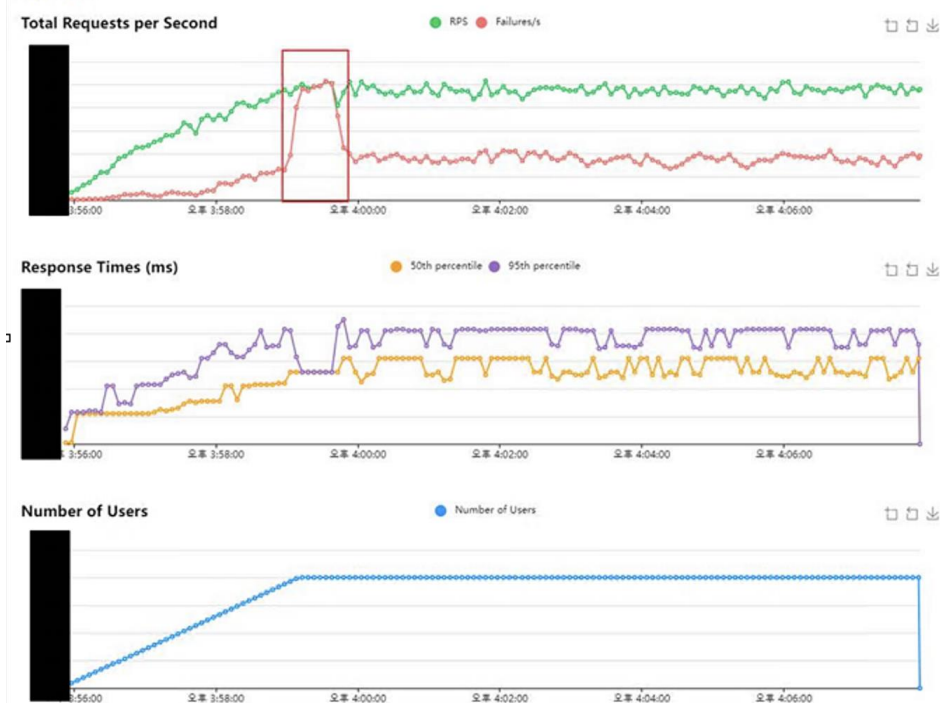
Projects

Duration July 2024 - Present

Responsibilities

- API Server Stability Verification and Monitoring
- API Server Load Testing using Locust
- Infrastructure Monitoring using Harbor, Pollstar, and Grafana

Charts



Test case generation tool

Projects

Duration December 2024 - Present

Responsibilities

- Developed an LLM-based automated test case generation tool (using Ollama, RAG, and Kotaemon).
- Automated 30% of the manual effort involved in test case creation.
- Implemented embedding of internal documents and existing test cases.
- Built a pipeline for automated test case generation based on conversational data.

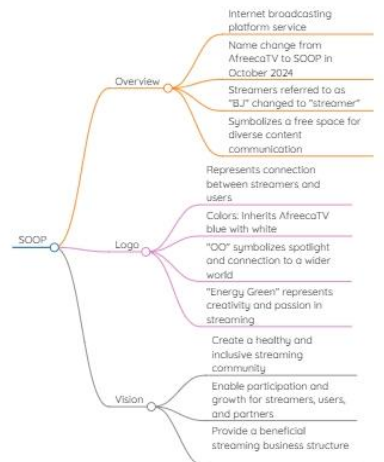
What is SOOP? answer in English

SOOP (숲) is an internet broadcasting platform service that was rebranded from AfreecaTV in October 2024. It symbolizes a free space where various individuals can communicate through content anytime and anywhere, much like a forest encompassing all its elements. The platform allows streamers, now referred to as "BJs" (broadcast jockeys), to connect with users and share their experiences. SOOP's logo reflects this connection, featuring colors that blend the traditional blue of AfreecaTV with white, and it incorporates an "energy green" symbolizing creativity and passion in the streaming world.

SOOP aims to create a healthy and inclusive streaming community culture through technological innovation, enabling streamers, users, and partners to participate and grow freely while benefiting from a sustainable streaming business model. The platform supports various events and competitions, including esports tournaments for popular games like Starcraft, League of Legends, and Valorant, among others.

Information panel

▼ Mindmap [\[Expand\]](#) [\[Export\]](#)



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graph LR; SOOP((SOOP)) --- Overview((Overview)); SOOP --- Logo((Logo)); SOOP --- Vision((Vision)); Overview --- Overview1[Internet broadcasting platform service]; Overview --- Overview2[Name change from AfreecaTV to SOOP in October 2024]; Overview --- Overview3[Streamers referred to as "BJ" changed to "streamer"]; Overview --- Overview4[Symbolizes a free space for diverse content communication]; Logo --- Logo1[Represents connection between streamers and users]; Logo --- Logo2[Colors: Inherits AfreecaTV blue with white]; Logo --- Logo3[""OO" symbolizes spotlight and connection to a wider world"]; Logo --- Logo4[""Energy Green" represents creativity and passion in streaming"]; Vision --- Vision1[Create a healthy and inclusive streaming community]; Vision --- Vision2[Enable participation and growth for streamers, users, and partners]; Vision --- Vision3[Provide a beneficial streaming business structure];
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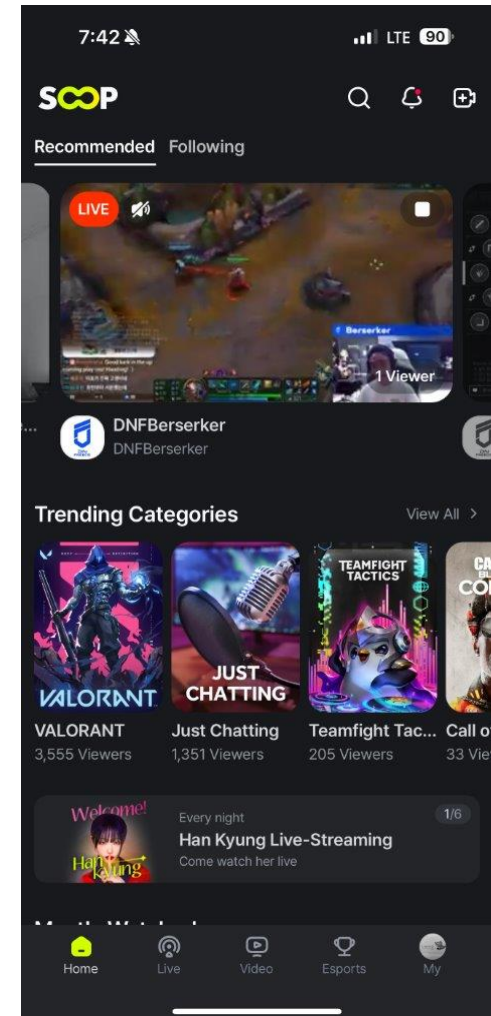
SOOP Global

Projects

Duration February 2024 - June 2024

Responsibilities

- Launched the SOOP Global Service version Application.
- Managing testing vendor and schedules.
- Addressed Google Play and Apple App Store review policies.
- Established defect reporting and resolution processes.



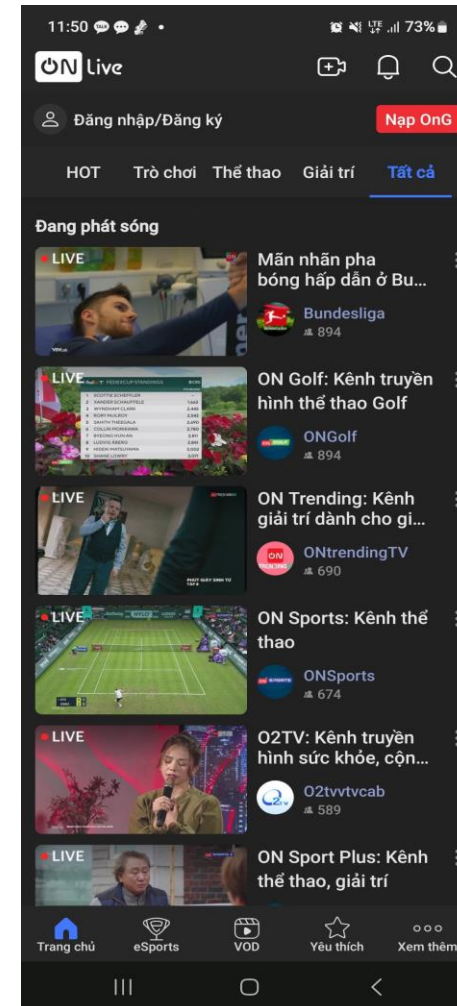
Onlive

Projects

Duration April 2023 - August 2023

Responsibilities

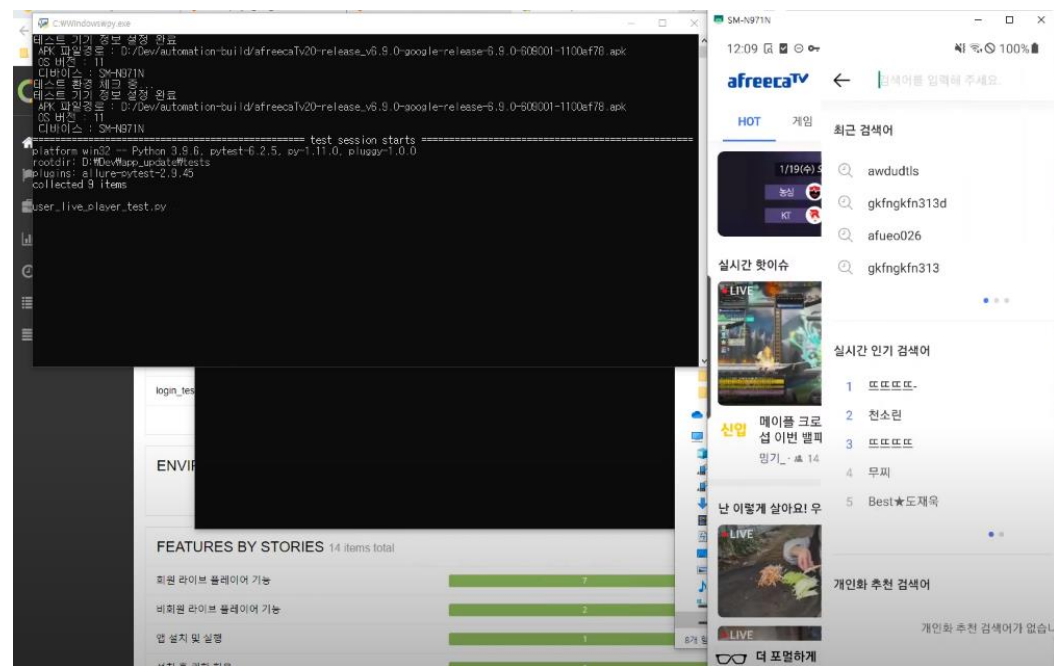
- Launched a live streaming platform application in collaboration with VTV(Vietnam National Television).
- Managing testing vendor and schedules.
- Coordinated work schedules and collaboration between Korean and Vietnamese stakeholders.
- Conducted extended business trips to Vietnam for on-site localization testing.



Duration July 2021 - Present

Responsibilities

- Contributed to Korea's largest LIVE streaming service, boasting over 10 million users.
- SOOP Mobile Service Quality Assurance (Android, AndroidTV, iOS)
- Key Responsibilities:
 - LOG analysis, Performance Optimization, Media Player testing
- Developed UI Test Automation using Appium and Python, automating over 200 test cases.
- Established Test Automation Pipeline based on GitLab CI/CD



Duration 2017 – March 2019

Responsibilities

- Contributed to a highly successful RPG game.
Featuring over 120 characters and 300+ skills with diverse combinations.
- Key areas of responsibility:
Character and skill-specific combat testing.
- Achieved #1:
popular ranking on both the Korean App Store and Google Play immediately after launch, accumulating millions of users.
- Achieved #2:
Implemented a QA review process to address various exceptions,
and led pre/post-update review meetings to measure milestone-based performance.



Security Vulnerability Assessment

Projects

Duration 2017 – March 2019

Responsibilities

- Performed security vulnerability verification for launch projects
- Verified the exploitability of commercial hacking/cracking tools.
- Conducted client-side vulnerability verification, including:
 - Memory tampering, speed hacks, rooting, jailbreaking, app repackaging
- Performed server-side vulnerability verification, including:
 - Network packet and API analysis using Wireshark and Fiddler.

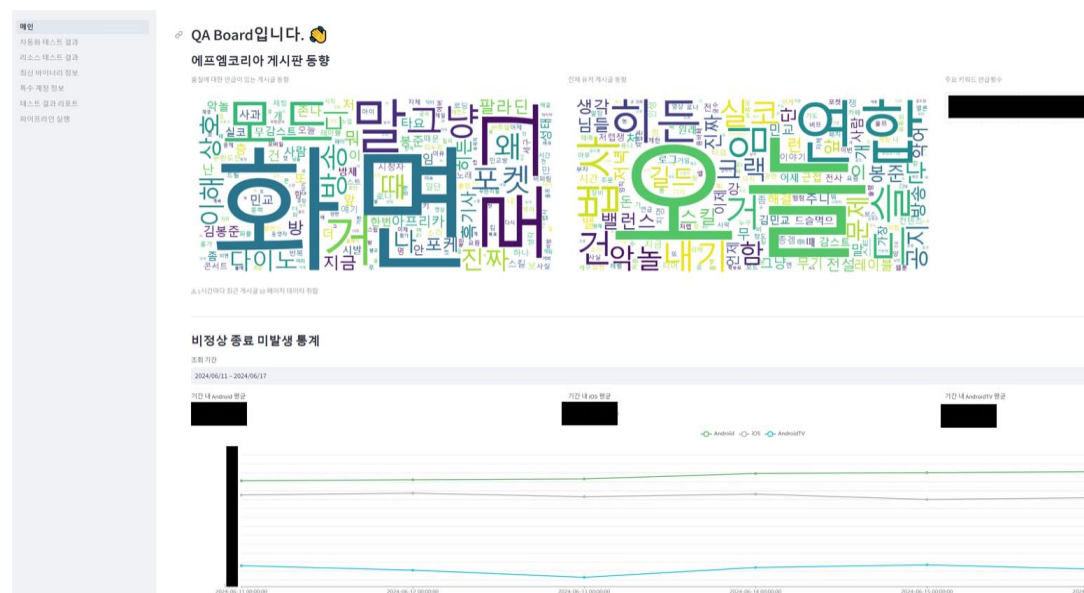
Skill-set Summary

- Data Visualization & Analysis
- App Performance Verification
- UI Automation Test Development
- CI/CD Pipeline Establishment
- iOS App Development
- Collaboration Tool Proficiency

Data Visualization & Analysis

Skills

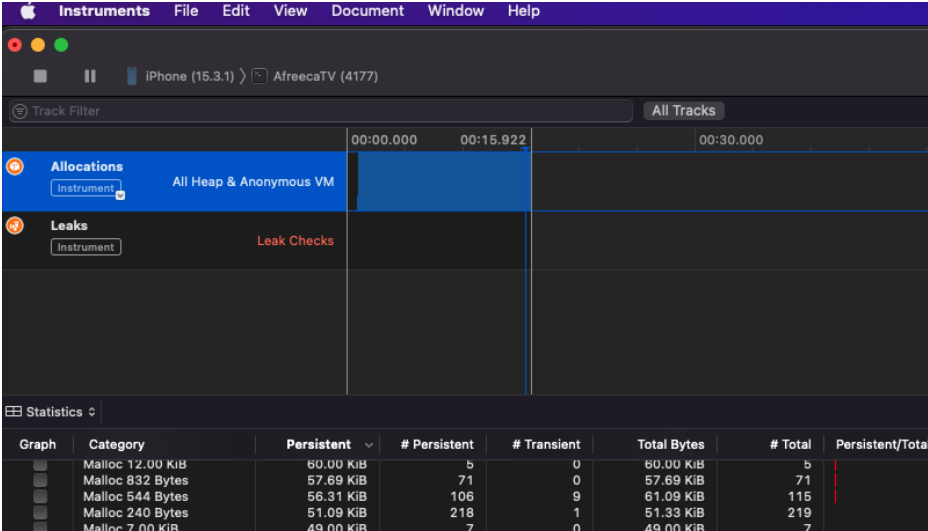
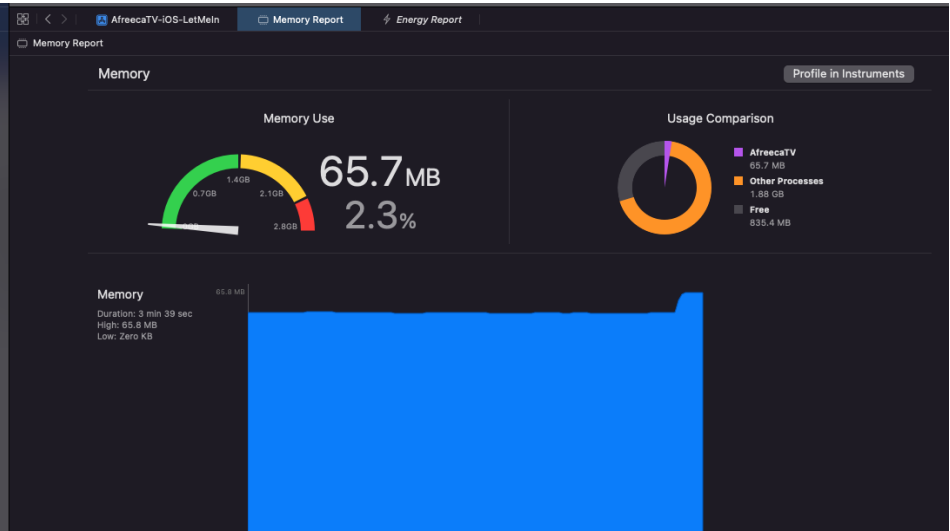
- Developed monitoring dashboards for key mobile app quality metrics (e.g., ANR, App Crash).
- Distributed data dashboards, currently utilized by all members of the Dev team.
- Visualized internal DB and external crawling data using Gradio.
- Skills utilized: SQL, Selenium crawling, Firebase.



App Performance Verification

Skills

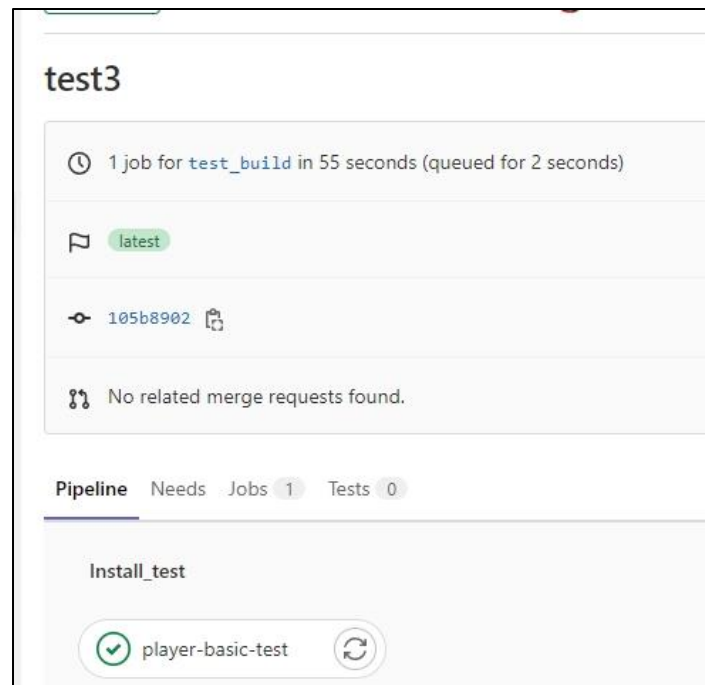
- Conducted regular performance measurement tasks.
- Performed performance checks on video functionalities with high GPU loads.
- Utilized Xcode Profiler and Instruments for analysis.
- Monitored device memory leaks and GPU load percentages.



UI Automation Test Development

Skills

- Developed UI automation tests using Appium and Selenium.
- Authored automation scripts for repetitive, foundational test areas, exceeding 200 scripts.
- Established a pipeline (GitLab CI/CD based) to automatically execute UI tests upon new APK uploads.
- Capable of performing compatibility testing across various resolutions and OS devices.



Collaboration Tool Proficiency

Skills

- Utilized various tools for effective collaboration with multiple related departments and international branches.
- Highly proficient in JIRA, Slack, Confluence, and GitLab work environments.
- Experienced in Git Flow (PR, Merge, Branch Management).

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