

SeungHyun Lee

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Work Experience

Mobile Programmer (Contract)

Youngdeungpo-gu, Seoul, Korea

K Car

March 2019 to Present

- Designed and Developed Mobile App and web while working closely with client to modify function and features.
 - Kcar : Developed an online purchase system on mobile and add dynamic messaging features based on user events for used car trade sales application. (iOS, Android, Spring JAVA)

Senior Product Manager

Gangnam-gu, Seoul, Korea

Capcom Entertainment Korea

October 2015 to November 2018

- Managed two mobile RPG game project. Risk management for each milestone, support to internal team for a technical issue and managing each milestone schedule and performance.
 - Games: Breath of Fire 6, Capcom Super League, Launched online marketplace in Korea and Japan.
 - Introduced scrum and led daily meetings over 10 developers. managed a work task by Confluence & JIRA.
 - Managed a contract, project budget, outsourcing, save 30% project budget.
 - Developed game log and evangelized internal team, reduced workload of game planner for analyzing.
- Project management of game data analysis system and game operation tool
 - Games: Dragon's Dogma, Breath of Fire 6, Monster Hunter Explore
 - Proposed the system improvement of data analysis system and operation tool to Capcom Tokyo. Support for technical issue and game data analysis report.

Mobile Programmer

Gardena, CA, USA

Computer Architech International Corporation

December 2013 to June 2015

- Designed and Developed Mobile App and web while working closely with client to modify function and features.
 - AAOS: Code-X 2014/2015 : Add and modify new function and features of Orthopedics Code application. (Adobe Air, Dojo, Sqlite, iOS, Android)
 - AAOS: Physical Exam App for Elbow, Spine, Pediatrics, Injection : Development of Physical Exam video education App. (iOS, Android)
 - Bridgestone: MyFirestone/Tires Plus: Add and modify new function and features (iOS, Android)

Technical Evangelist

Jung-gu, Seoul, Korea

Nintendo Korea

February 2007 to December 2013

- Technical Support to game developer
 - Support to subcontracting companies for Nintendo game localization and game development
 - Platform : NintendoDS, NintendoDSi, Nintendo3DS, Wii, WiiU
 - Gave technical advice on how to make a game of localization issues.
 - Gave technical advice and sample code to game developer.
 - Gave a technical presentation on regular conference.
 - Managed and released information of Nintendo SDK and middleware.
- Establishment and operation of computer system in the company
 - Assembled and distributed of wireless router for Nintendo WiFi Connection to market.
 - Development of Nintendo WiFi Connection log server (Perl, Mysql)
 - Development of Nintendo SDK distribution webpage. (PHP, Perl, Mysql)
 - Development of Secured FTP Server for manage game ROM data (PHP, Perl, Mysql)
- Licensing with subcontracting companies for business participation

- Provided merchandising Service, product education and demonstration, sales support on retail store.
- Gave a presentation of product to distribution dealer for sale.
- Management of character license and Game product order process.

Programmer

JUSTEK

Gangnam-gu, Seoul, Korea

April 2006 to January 2007

- Developed linear motor control program on gantry system
 - Development of USB communication program between DSP board to PC. (C)
 - Made a DSP Sample board and modified FPGA program.
 - Development MFC Client application library. (MFC)
 - Development of motion script for test. (PMAC)
- Developed auto focusing technology of CCD camera
 - Movement Control of Z-axis using contrast value of CCD camera. (MFC, Matlab)
- Developed motor specifications selection program for sales support
 - Developed motor sales web page for custom order production. (PHP, Mysql)

Programmer

ASEA Information System

Tokyo, Japan

March 2004 to March 2006

- Developed JCB card issue program and client payment limit module
 - Development of client payment limit module of cash service and loan in JCB Card issue system. (VC++, Oracle, RMI, XML, JAVA)
- Developed insurance client management system module
 - Development of new customer registration module. (VC++, Oracle, RMI, XML, JAVA)
- Developed city operation system of Takasaki, Japan
 - Development of ERP system for City of Takasaki. (PHP, VB, C, Oracle)

Web Programmer

CDS Information system

Chuncheon, Korea

March 2000 to September 2000

- Program staff, Worked as a web and flash programmer
 - Developed web-site and flash game for education (PHP, Mysql, Flash 4.0)

Sergeant of Medical Department, The Armed Forces Capital Hospital Republic of Korean Army

Seoul, Korea

July 1995 to September 1997

- Assisted the Medical Officer in the Neurosurgery department.

Education

Graduate school of KANGWON National University

Chuncheon, Korea 2002 to 2004

- Master degree in Computer and Communications Engineering

KANGWON National University

Chuncheon, Korea 1994 to 2001

- Bachelor degree in Dairy Science

Udacity

August 2017

- Deep Learning Nanodegree Foundation, Artificial Intelligence

Skills

- Language Skills
 - English Intermediate level, Japanese Advanced level, Korean mother tongue
- IT Skills
 - Mobile and web programming (React, Node, php, java, objective c)
 - enjoy clone coding as a hobby and I usually use low-cost cloud like a Heroku and Prisma.