

Yoseob Kim

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Work Experience

Rakuten – Software Engineer	Tokyo, Japan	07. 2017 – Present
<ul style="list-style-type: none">• Working in architects group in Rakuten Sports & Media Company(Internet marketing company of Rakuten Inc.).• Finding root cause of problems and providing counter measures of technical issues that couldn't be solved by application team.• Make system better by involving various projects horizontally. (Reducing running time and cost of process by finding out bottle necks and reducing unnecessary tasks of entire process, make system more stable by suggesting more stable architecture, code review for better software architecture, suggesting a better library etc.)• Developed feeder which sends massive Rakuten-side promotion data to Google through Adwords API for better targeting of internet advertisements (Java, Adwords API)• Developing software life cycle management tool to support global Rakuten-wide life cycle management activity that collects information of every installed software of our company to manage version, installed directory and security issues of a specific software. (Java, Spring framework)		
Tmaxdata – Junior Researcher	Seongnam, Korea	02. 2014 – 03.2017
<ul style="list-style-type: none">• Desktop OS developer named TmaxOS(http://tmaxos.com/index#TmaxOS). GUI Framework programmer. (C++, UNIX, Chromium OS)• Took a lead role in developing the multimedia framework of brand-new operating system on UNIX environment that follows OpenMAX specification which is standard API sets for computer multimedia functionality. (C/C++, FFMPEG, OpenMAX)• Many experiences in designing and writing multi-threaded program (multimedia pipeline, multi-threaded image viewer)• Developed default multimedia player, screen recorder and image viewer.• Debugging experiences on MS Windows framework(WINAPI) on UNIX environment. (Developing Windows compatibility layer for brand-new Operating System)• Developed multimedia related MS Windows DLLs(winmm, dsound, dmusic etc.) for compatibility layer of brand-new OS.		
The Advanced Institutes of Convergence Technology – Researcher	Suwon, Korea	03. 2012 - 02. 2014
<ul style="list-style-type: none">• Developed Korean learning game that using Hanryu(K-pop culture) sponsored by Korea Creative Content Agency (iOS)		

Side Projects <https://github.com/YoseobKim>, <https://github.com/tokyoprogrammer>, <https://yoseobkim.github.io/>

Nihongo Flashcard	Japanese voca self-study app (hybrid, web app)	06. 2018 – 12.2018
<ul style="list-style-type: none">• Developing Japanese learning app for self-study. Based on React and Onsen UI hybrid app framework		
Islander Jeju	Traveling app for Jeju island tourists (hybrid, web app)	06. 2018 – 12.2018
<ul style="list-style-type: none">• Developing traveling app for tourists who want/have a plan to visit Jeju island of South Korea. It can provide various place information in Jeju island based on Korea tourism organization API. Based on ReactJS and Onsen UI hybrid app framework.		
https://play.google.com/store/apps/details?id=islander.jeu		

Education

Seoul National University , Seoul, Korea	02. 2012 - 02. 2014
<ul style="list-style-type: none">• MS in Engineering.• Digital Contents and Information Studies (GPA: 3.92 / 4.3)	
Handong Global University , Pohang, Korea	02. 2008 - 02.2012
<ul style="list-style-type: none">• BS in Engineering• Computer Science and Electronic Engineering (Major: 3.87/4.5, GPA 3.69/4.5).	
Related Courses: Database Systems, Operating Systems, Networking, Algorithms, Computer Architecture, Embedded Programming	

Honors and Awards

National Science and Engineering Scholarship, Korea Student Aid Foundation
Academic Scholarship, Seoul National University
Serious Game Conference Best Paper Award, Korea Game Society
Excellent Staff Award, Tmax Data
First Prize @ MPD Coding challenge 2018, Rakuten
Best app award @ 2018 Smart tourism app application contest, Korea Tourism Organization