Yonguk Jeong

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EDUCATION

New York University, Tandon School of Engineering — Brooklyn, NY   **May 2021**
- Master of Science, Computer Science
- Relevant courses: Design and Analysis of Algorithms, Software Engineering, Machine Learning

Yonsei University — Seoul, Korea   **Aug. 2016**
- Bachelor of Science, Computer Science
- Relevant courses: Data Structures, Algorithm Analysis, Computer Networks

SKILLS

iOS, Swift, Git, Shell script, WebRTC, Objective-C, Python, JavaScript & Node.js, C++, Java

EXPERIENCE

iOS Software Engineer, Hyperconnect — Seoul, Korea   **Jun. 2016 – Aug. 2019**

Developed a video broadcasting application, *Hakuna*   May 2018 – Aug. 2019
- Launched the app from scratch in 4 months as an initial member of XFN
- Built an iOS application handling multiple WebRTC streams based on Reactive Programming paradigm (RxSwift + ReactorKit)
- Dealt with L10n issues with various languages such as Arabic (RTL), CJK languages
- Proactively suggested and developed an internal bug reporting system for development team
- Developed handling deep links with a sophisticated business logic, e.g., deferring processing of an incoming mobile deep link until a newly acquired user finishes the signup process

Developed a video chat application, *Surf*   Aug. 2017 – Jan. 2018
- Given limited time (2 months) to develop, took advantage of the existing code base and released it on Apple App Store successfully within the deadline

Developed a group video chat application, *Groovi*   Nov. 2016 – Aug. 2017
- Launched *Groovi* to the Apple App Store from scratch, a group video chat application based on WebRTC
- Dealt with several peer-to-peer connections (WebRTC) at a time on mobile device

Maintained *Azar* , a global top 10 most profitable non-gaming app   Jun. 2016 – Nov. 2016
- Added new features, fixed bugs and refactored codes on the large and legacy code base

Software Engineer, Company 100, Inc. — Seoul, Korea   **Aug. 2013 – Feb. 2016**
- Contributed in implementing HbbTV specification for Android set-top box.
- Backported some HTML5 features to the Android WebKit of which revision was quite old
- Reduced costs of creating and destroying WebWorker utilizing a thread pool as a research
- Integrated the existing WebCL implementation to the project. Fixed several critical bugs
- Fixed and reported wrong test cases of the official WebCL conformance test