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About me_

I am a young and motivated roboticist with a strong interest in software architectures, applied control and an international background. I love challenges and learning from the others, I maturated a deep interest in MAVs (Micro Aerial Vehicles) and aerial technology during my master thesis.

Work Experience_

Teseo Genova, Italy

SOFTWARE DEVLOPER June 2018–Now

- Provisioned an easily managable hybrid infrastructure (Amazon AWS + On-premise) utilizing IaC (Infrastructure as Code) tools like Ansible, Packer and Terraform.
- Built fully automated CI/CD pipelines on CircleCI for containerized applications using Docker, AWS ECR and Rancher.
- Designed an overall service architecture and pipelines of the Machine Learning based Fashion Tagging API SaaS product with the micro-services
 architecture.

PLAT Corp. Seoul, S.Korea

CO-FOUNDER & SOFTWARE ENGINEER

Jan. 2016 - Jun. 2017

- Implemented RESTful API server for car rental booking application (CARPLAT in Google Play).
- Built and deployed overall service infrastructure utilizing Docker container, CircleCI, and several AWS stack(Including EC2, ECS, Route 53, S3, CloudFront, RDS, ElastiCache, IAM), focusing on high-availability, fault tolerance, and auto-scaling.
- Developed an easy-to-use Payment module which connects to major PG(Payment Gateway) companies in Korea.

R.O.K Cyber Command, MND

Seoul, S.Korea

SOFTWARE ENGINEER & SECURITY RESEARCHER (COMPULSORY MILITARY SERVICE)

Aug. 2014 - Apr. 2016

- Lead engineer on agent-less backtracking system that can discover client device's fingerprint(including public and private IP) independently of the Proxy, VPN and NAT.
- Implemented a distributed web stress test tool with high anonymity.
- · Implemented a military cooperation system which is web based real time messenger in Scala on Lift.

NEXON Seoul, S.Korea & LA, U.S.A

GAME DEVELOPER INTERN AT GLOBAL INTERNSHIP PROGRAM

Jan. 2013 - Feb. 2013

Dec. 2011 - Feb. 2012

- Developed in Cocos2d-x an action puzzle game(Dragon Buster) targeting U.S. market.
- Implemented API server which is communicating with game client and In-App Store, along with two other team members who wrote the game logic and designed game graphics.
- Won the 2nd prize in final evaluation.

ShitOne Corp. Seoul, S.Korea

SOFTWARE ENGINEER• Developed a proxy drive smartphone application which connects proxy driver and customer.

• Implemented overall Android application logic and wrote API server for community service, along with lead engineer who designed bidding protocol on raw socket and implemented API server for bidding.

SAMSUNG Electronics S.Korea

FREELANCE PENETRATION TESTER

Sep. 2013, Mar. 2011 - Oct. 2011

- · Conducted penetration testing on SAMSUNG KNOX, which is solution for enterprise mobile security.
- Conducted penetration testing on SAMSUNG Smart TV.

Honors & Awards _____

INTERNATIONAL

2018	Finalist, DEFCON 26th CTF Hacking Competition World Final	Las Vegas, U.S.A
2017	Finalist, DEFCON 25th CTF Hacking Competition World Final	Las Vegas, U.S.A
2014	Finalist, DEFCON 22nd CTF Hacking Competition World Final	Las Vegas, U.S.A
2013	Finalist, DEFCON 21st CTF Hacking Competition World Final	Las Vegas, U.S.A
2011	Finalist, DEFCON 19th CTF Hacking Competition World Final	Las Vegas, U.S.A

DOMESTIC

3rd Place, WITHCON Hacking Competition Final
 Silver Prize, KISA HDCON Hacking Competition Final
 Silver Prize, KISA HDCON Hacking Competition Final

Seoul, S.Korea Seoul, S.Korea Seoul, S.Korea

Writing_

A Guide for Developers in Start-up

Facebook Page

FOUNDER & WRITER

Jan. 2015 - PRESENT

• Drafted daily news for developers in Korea about IT technologies, issues about start-up.

Education

POSTECH(Pohang University of Science and Technology)

Pohang, S.Korea

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Mar. 2010 - Aug. 2017

• Got a Chun Shin-Il Scholarship which is given to promising students in CSE Dept.