

# Hyunuk Lim

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in [hyunuk](#)

🌐 [hyunuk](#)

🌐 [hyunuk.github.io](https://hyunuk.github.io)

## TECHNICAL SKILLS

Languages: Java, Python, C++, C#, JavaScript, HTML, CSS, Groovy

Others: React, Git, Unix/Linux, JUnit, SQL, Jenkins, Selenium, Unity, GCP, Bash, Node, MongoDB, Express, AWS

## PROFESSIONAL EXPERIENCE

**Software Developer Intern** | SAP, Vancouver, BC, Canada

Sep 2019 – Apr 2020

- Worked on the performance and reliability team for SAP Cloud for Analytics to conduct fully automated regression tests using VMs in GCP, Selenium, and Jenkins.
- Developed test tools and assets using Python and Maven to help the team's automated investigation workflows.
- Developed Jenkins pipeline using Groovy and bash/shell script to help the regression tests.

**Undergraduate Teaching Assistant** | University of British Columbia, Vancouver, BC, Canada

May 2019 – Present

- Led 20+ students in a lab and answered questions about topics in data structures and algorithms during office hours.
- Guided students to clarify the requirements of Java and C++ programming assignments and how to debug.
- Investigated and optimized average compiling time by 40-60 seconds by changing parameters of C++ makefile.

**Senior Game Designer** | LINE PLAY, Seoul, Korea

Nov 2011 – Nov 2015

- Worked with team of 10+ people and released three games: Line Play, Brown Farm, Hidden Catch, which are globally serviced on the Apple Store / Google Play Store.
- Established the project goal, direction, and in-game rules from beginning to releasing the product and maintained the live service which earned about \$1.2 million per month and had over 60 million users.

**Senior Game Designer** | Smilegate, Seoul, Korea

Apr 2009 – Nov 2011

- Developed the online golf game project in an agile development process.
- Implemented to bind UI components using LUA, the script language and designed game systems.

## PERSONAL PROJECTS

**pik (React, Node.js, Express.js, MongoDB, Heroku, AWS)** | [akhl.me](#)

Aug 2020 – Sep 2020

- Built a social media platform that provides a summary based on image analysis via Google Cloud Vision API.
- Parsed JSON from Google Vision API to categorize images such as people, food, and animals.
- Stored images uploaded by users in AWS S3 and handle authentication using Google OAuth 2.0

**Tetris: Find the Gem (Unity, C#)** | [bit.ly/Tetris](#)

Jan 2020 – Mar 2020

- Built the Tetris game with the stage mode, where the user must find and clear gems to advance to the next level.
- Implement core features of the modern Tetris series: score, preview, ghost, and hard drop.
- Built and packaged project to deploy using WebGL.

**Cats and Dogs (Unity, C#)** | [bit.ly/CatsAndDogs](#)

Jan 2020 – Feb 2020

- Developed and refactored one-on-one board game like Reversi or Ataxx with different player modes such as player vs. player and player vs. computer.
- Implemented three difficulty levels, applying the Minimax and the Alpha-Beta pruning to choose the best solution.

**Piggy Manager (Java)** | [bit.ly/piggymanager](#)

Sep 2018 – Dec 2018

- Developed a household budgeting app that records transactions for an individual's income and expense.
- Implemented the Swing GUI with JavaFX that displays an expense category chart.

## EDUCATION

**Bachelor of Computer Science**, University of British Columbia, Year 3, GPA: 3.7/4.33

Sep 2018 – Expected May 2022

**Bachelor of Engineering**, Sejong Cyber University, GPA: 3.5/4.33

Mar 2001 – Feb 2008