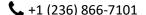
Hyunuk Lim











Experience

Software Dev Engineer I Intern | *Amazon, Vancouver, BC, Canada*

Aug 2021 – present

- Working in AWS Observability team, contributing OpenTelemetry, an open-source project.
- Created a Helm Chart provides an end-to-end observability stack from Elastic Kubernetes Service to CloudWatch Container Insights using AWS Distro for OpenTelemetry Collector for metrics and Fluent Bit for logs.

Agile Developer Intern | SAP, Vancouver, BC, Canada

Sep 2019 – Apr 2020

- Built testing environment on VMs in GCP and conducted automated regression tests for SAP Cloud for Analytics.
- Monitored test results and investigated root cause analysis for regressions on response time and HTTP requests.
- Enhanced internal test tools and assets using Python to help the team's automated investigation workflows.
- Implemented Jenkins pipeline script using Groovy and bash to help to monitor hundreds of daily commits.

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

- Led labs and office hours to answer questions about topics in Data Structures and Algorithms and Software Construction courses for 20+ students 10 hours/week.
- Guided students to successfully complete Java, C++, and Python programming assignments and how to debug.
- Collected requirements and implemented assignments for the first-year integrated Science course in a team of 10 including four professors using PrairieLearn, an open-source online studying platform.

Game Designer | LINE PLAY, Seoul, Korea

Nov 2011 - Nov 2015

- Closely collaborated with developers to design in-game currency balance system and difficulty levels.
- Released Line Play and Brown Farm which are globally serviced and earned over \$1.2M per month.

Projects

Search My Post | github.com/hyunuk/searchMyPost

Jul 2021 – present

- Building a React web app to search my post on Facebook by keyword using Facebook API.
- Implementing core features to provide simple linear search and full-text search using inverted index in Elasticsearch that is expected to be more than **10 times faster**.

SnackTrack | snacktrack.herokuapp.com

Jan 2021 - Apr 2021

- Built a snack purchasing web app that provides transactions and inventory management with a team of 8 people.
- Led backend developers to initialize the workflow, review the code of 100+ pull requests, and refactor the code to keep the code convention.
- Discussed with other leads to make critical decisions in terms of tech stacks, database schema, and API design.
- Implemented APIs to process user, transaction, and payment data between database and frontend, documenting their usage with appropriate error codes.

pik | 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 API to categorize images and implemented backend REST APIs through NodeJS.
- Stored images in AWS S3 and handle authentication using Google OAuth 2.0.
- Enhanced image loading by 82% (90 to 16ms) after implementing lazy loading and image resizing.

Tetris: Find the Gem | bit.ly/ Tetris

Jan 2020 - Mar 2020

- Built the Tetris game in **Unity** and **C#** with the stage mode where user must clear gems to advance to the next level.
- Implement core features of the modern Tetris series: score, preview the next block, ghost, and hard drop.

Bachelor of Computer Science, University of British Columbia, Year 4

Sep 2018 – Expected Dec 2022

- Achieving a 3.9 GPA on a 4.33 scale.
- Relevant courses: Data Structures and Algorithms, Software Engineering, Internet Computing, Distributed System.