BYOUNG HUN MIN (BRIAN)

SOFTWARE ENGINEER

London, United Kingdom

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LINKS

Website:
https://brianmin.com

Github:
https://github.com/bymi15

LinkedIn:
https://linkedin.com/in/bymi15

SKILLS

GO

JAVASCRIPT

JAVA

PYTHON

REACT

NODE JS

DJANGO

HTML / CSS

MYSQL

AGILE / SCRUM

DOCKER

KUBERNETES

UNITY

ACTIVITIES

SENIOR PROGRAMMING TUTOR
UCL

Sep 2020 - Apr 2021

PROGRAMMING TUTOR
UCL

Sep 2019 - Apr 2020

IT DIRECTOR
UCL Korean Society

2016-17, 2019-20

WORK EXPERIENCE

AMERICAN EXPRESS
London
Sep 2021 - Present

Engineer II

Technology Graduate Engineer

• Working with event-driven microservices at scale with Go, Kafka, Kubernetes, BDD and automated testing
• Building and maintaining internal web applications with React

AMERICAN EXPRESS
London
Jul 2020 - Aug 2020

Summer Intern

• Built a UI module that allows customer care professionals to filter and view supplier information
• Enhanced UX by using predictive search dropdowns and collapsible panels for displaying data retrieved from a backend service
• Implemented infinite scrolling and lazy loading to improve performance and user experience

TOPOLAR
Seoul
Jun 2019 - Sep 2019

Software Developer

• Built a cross-platform application that allows coding instructors to remotely teach students from various academies in Seoul through a group chat that allows real-time screen sharing with remote desktop control access and voice chatting
• Integrated WebRTC and Websockets with React, Electron and RobotJS for real-time screen sharing, remote desktop control and voice chat
• Created a REST API with Django Rest Framework
• Deployed the MVP on an Ubuntu dedicated server with Docker and NGINX

EDUCATION

UNIVERSITY COLLEGE LONDON (UCL)
2015~2021

MEng Computer Science

Graduated with First Class Honours

Interrupted study between 2017~2019 to serve duty in the Republic of Korea Marine Corps

PROJECTS

Open-Source Project
Oct 2020 - Present

react-edit-text

• Created and actively maintaining an open-source project that provides a lightweight editable text component for React
• 2500K+ weekly downloads, 169K total downloads on NPM

Master's Project
Sep 2020 - Apr 2021

Uniworld

• Built a 3D real-time virtual space platform for university events
• Used Unity, C#, React, Azure, and Serverless NodeJS

Core Features:
• Real-time communication and interaction via animated avatars
• 3D embedded presentation slides
• Customisable environments via 360-degree images and videos

Personal Project
Nov 2020

Job Trackify

• Built and deployed a platform where users can manage and organise job applications, notes, and interview processes in an interactive Kanban board
• Used React, Typescript, Redux, NodeJS, Express and MongoDB
• Open-sourced boilerplate code for the backend stack