



# Jinsoo Heo

DevOps Engineer

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English, Korean



## BACKGROUND

### ABOUT

DevOps Engineer with 8+ years of experience building and operating production infrastructure at scale. Specialized in Kubernetes, GitOps, observability, network security, and eBPF.

Currently building Web3 oracle infrastructure for DeFi protocols. Previously secured gaming infrastructure handling 10M+ concurrent users at PUBG and operated marketplace platform infrastructure at Karrot.

### WORK EXPERIENCE

#### DevOps Engineer, Chronicle Labs

Jan, 2026 - Present

Web3 oracle infrastructure for DeFi protocols.

- Build and operate Kubernetes-based oracle infrastructure on AWS EKS, managing the full lifecycle of oracle services through an ArgoCD GitOps app-of-apps pattern
- Design and maintain the observability platform (Grafana, Mimir, Loki, Alloy) with cost-efficient metrics ingestion and actionable alerting for oracle liveness and data freshness
- Drive infrastructure-as-code practices with Helm charts, Terraform, and IPFS-based immutable configuration management
- Lead incident response and on-call for Sev0/Sev1 oracle incidents where downtime directly impacts DeFi protocol solvency

#### **DevOps Engineer, Dunamu (Upbit)**

Oct, 2023 - Oct, 2025  2 years

South Korea's largest cryptocurrency exchange.

- Kubernetes on AWS (EKS and kOps) maintenance and deployment
- End-to-end network security using Istio service mesh
- Upbit OpenAPI Gateway (Kong) maintenance and plugin development with Lua

- AWS cloud network architecture and implementation with Terraform
  - SLA/SLO/SLI dashboard development with Datadog, Grafana, and Terraform
  - Monitoring and observability enhancement powered by Linux eBPF
  - Internal DevOps and SRE tooling development with Go and Python
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**Site Reliability Engineer, Karrot (Danggeun Market)**

Jun, 2022 - Oct, 2023 □ 1 year 4 months

South Korea's leading local marketplace platform.

- SRE Cluster team – securing stability of network and Kubernetes clusters
  - HAProxy maintenance and bot/abuser detection
  - Log and metrics delivery pipeline with Grafana dashboards
  - Istio service mesh maintenance and Kubernetes network optimization
  - FinOps and infrastructure cost automation
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**Lead of Network Security Part, PUBG Corporation**

Dec, 2021 - Jun, 2022 □ 6 months

PUBG: NEW STATE – defending game infrastructure from attacks.

- Led network security for PUBG: NEW STATE infrastructure defense
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**DevSecOps Engineer, PUBG Corporation**

Oct, 2020 - Dec, 2021 □ 1 year 2 months

PUBG: NEW STATE – infrastructure security and operations.

- eBPF programming (XDP ingress + TC egress) to protect infrastructure from DDoS attacks
  - Load testing and tuning network infrastructure for 10,000,000+ concurrent users
  - Kubernetes HPA with Prometheus Adapter for custom-metrics-based autoscaling
  - Setup microservices environment using AWS EKS, Kubernetes, Terraform, and Helm
  - Istio service mesh and logging with Prometheus and Fluent Bit
  - GitOps CI/CD pipeline with Jenkins (CI) and ArgoCD (CD)
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**DevOps Engineer, Angelwing**

Nov, 2019 - Oct, 2020 □ 11 months

Drone mapping and digital twin platform.

- Dockerization of Ruby on Rails, Node.js, Python apps and deployment to AWS ECS (Fargate/EC2)
  - Zero-downtime deployment strategy (Blue-green and Rolling update)
  - Security: AWS WAF, ELB firewall policies, CIS Benchmark
  - ELK stack and Elastic APM for observability
  - AWS VPC architecture with strict public/private subnet separation
  - MSK (Managed Kafka) for microservice communication
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**DevOps Technical Lead, LUXROBO**

Dec, 2018 - Nov, 2019 □ 11 months

Educational robotics company (MODI modular robot).

- Infrastructure monitoring with Docker and NetData
- Software architecture design and code review management via GitLab MR + Jenkins

- o CI/CD pipeline for Linux, macOS, Windows, Android, iOS, and Python apps using Jenkins
  - o Application download server using AWS Lambda and API Gateway
  - o CMake migration of C++ projects – 10x build time and binary size reduction
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### SW Dev. Team Manager, LUXROBO

Jul, 2017 - Dec, 2018 □ 1 year 5 months

- o Managed software development team – Electron and C++ application design
  - o Operated 3 Kanban projects
  - o Refactored and bug-fixed C++ daemon process, deployed LTS release
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### Software Engineer, LUXROBO

Apr, 2017 - Jul, 2017 □ 3 months

- o Built JIRA and Confluence on in-house servers
- o Developed 'MODI Studio Daemon' C++ application with C++11 and Boost
- o Developed 'MODI Manager' iOS application with Swift 3 and BLE

## □ SKILLS

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### Container Orchestration

Kubernetes EKS kOps Helm ArgoCD

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### Infrastructure as Code

Terraform Helm Charts IPFS Config Management

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### Observability

Grafana Mimir Loki Alloy Datadog Prometheus ELK

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### Networking & Security

Istio eBPF/XDP HAProxy Kong AWS WAF

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### CI/CD

GitHub Actions Jenkins ArgoCD GitOps

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### Cloud

AWS (EKS, ECS, Lambda, VPC, MSK) Docker

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### Languages

Go Python Lua C++ Bash HCL

## □ EDUCATION

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### Physics, Bachelor's degree, Yonsei University

Mar, 2013 - Aug, 2019

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**Hacking Defense**, Korea Digital Media High School

Mar, 2010 - Feb, 2013

□ AWARDS

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**Korea Robot Aircraft Competition**,

Awarded on:

□ PUBLICATIONS

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**Microsoft Software Magazine Issue 394 – Cloud or Dare,**

Published on: undefined

마이크로소프트웨어 394호 클라우드 혹은 도전(CLOUD or DARE)