

# Jinsoo Heo

## DevOps Engineer

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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.

## TECHNICAL SKILLS

**Container Orchestration:** Kubernetes, EKS, kOps, Helm, ArgoCD • **Infrastructure as Code:** Terraform, Helm Charts, IPFS Config Management • **Observability:** Grafana, Mimir, Loki, Alloy, Datadog, Prometheus, ELK • **Networking & Security:** Istio, eBPF/XDP, HAProxy, Kong, AWS WAF • **CI/CD:** GitHub Actions, Jenkins, ArgoCD, GitOps • **Cloud:** AWS (EKS, ECS, Lambda, VPC, MSK), Docker • **Languages:** Go, Python, Lua, C++, Bash, HCL

## 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

*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

### Site Reliability Engineer · Karrot (Danggeun Market)

Jun 2022 – Oct 2023

*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

### Lead of Network Security Part · PUBG Corporation

Dec 2021 – Jun 2022

*PUBG: NEW STATE — defending game infrastructure from attacks.*

- Led network security for PUBG: NEW STATE infrastructure defense

### DevSecOps Engineer · PUBG Corporation

Oct 2020 – Dec 2021

*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)

### DevOps Engineer · Angelswing

Nov 2019 – Oct 2020

*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

**DevOps Technical Lead · LUXROBO**

Dec 2018 – Nov 2019

*Educational robotics company (MODI modular robot).*

- Infrastructure monitoring with Docker and NetData
- Software architecture design and code review management via GitLab MR + Jenkins
- CI/CD pipeline for Linux, macOS, Windows, Android, iOS, and Python apps using Jenkins
- Application download server using AWS Lambda and API Gateway
- CMake migration of C++ projects — 10x build time and binary size reduction

**SW Dev. Team Manager · LUXROBO**

Jul 2017 – Dec 2018

- Managed software development team — Electron and C++ application design
- Operated 3 Kanban projects
- Refactored and bug-fixed C++ daemon process, deployed LTS release

**Software Engineer · LUXROBO**

Apr 2017 – Jul 2017

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

**EDUCATION**

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**Yonsei University · Bachelor's degree in Physics**

Mar 2013 – Aug 2019

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

Mar 2010 – Feb 2013

**LANGUAGES**

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English (Native or Bilingual), Korean (Native or Bilingual)

**OTHER**

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- Microsoft Software Magazine Issue 394 — Cloud or Dare
- Korea Robot Aircraft Competition