

TAE KYUNG JEON

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PROFESSIONAL SUMMARY

Engineering leader driving product and organizational growth at companies like EA and Soomgo (Brave Mobile). Proven expertise across large-scale B2C services and complex B2B SaaS domains. As Head of Engineering for early-stage teams, focused on maximizing business value through technology strategy, hiring, team building, and optimizing the balance between cost, quality, and speed.

PROFESSIONAL EXPERIENCE

Abear

Sep 2023 - Nov 2025

Head of Engineering

- Rebuilt engineering organization and scaled to 8 members, standardizing hiring, performance evaluation, and collaboration processes.
- Led cost-saving task force, reducing monthly infrastructure costs by 25% and securing 200M KRW in credits.
- Reduced deployment time by 75% and improved operational costs by 30% by migrating WAS from AWS EB to ECS.
- Drove organic traffic and improved conversion rates by 15% through Technical SEO implementation and achieving a Lighthouse score of 100.

Weolbu.com

May 2023 - Aug 2023

Tech Lead

- Ensured timely launch of Wolbu.com 2.0 by taking over external development and resolving infrastructure/frontend operational issues.
- Led team building through establishing developer OKRs and defining engineer hiring/evaluation processes.

Lemonbase

Aug 2022 - May 2023

Senior Software Engineer

- Contributed to ~200M KRW in new revenue by implementing Open API and SAML SSO for enterprise clients.
- Reduced build times by 50% through asynchronous type checker adoption and frontend build environment optimization.
- Secured sales points for major clients by delivering core features like Audit Log and Surveys on time.
- Established a data-driven decision-making framework by integrating Amplitude-based CDP and key event tracking.

Brave Mobile (Soomgo)

Nov 2018 - Sep 2022

Lead Frontend Engineer / Scrum Master

- Reduced runtime errors by 80% and ensured type safety by adopting TypeScript and asynchronous type checkers.
- Improved response speed and latency by 50% through SSR page caching and resolving root causes of memory leaks.
- Revolutionized company-wide domain management and operational productivity by building a new React/TS-based back office.
- Increased parallel deployment efficiency for 5 squads by establishing code review principles and standardizing branching strategies.

Electronic Arts Korea LLC (EA)

Apr 2015 - Jul 2018

Senior Software Engineer

- Developed client UI for NFS EDGE and FIFA Online 4, implementing various game content.
- Optimized builds and systematized client dependency management through Webpack migration.
- Standardized operational tools (OPTOOL) for publisher operations efficiency and provided technical support.
- Implemented and maintained a Flash source map-based DOM rendering engine (FaceJS).

Handsome

May 2014 - Mar 2015

CTO

- Designed full-stack architecture for early-stage services and implemented Spring/Jersey-based backend APIs.
- Developed a service-specific editor with drag-and-drop comment functionality using DOM Script and managed AWS operations.

Fingerlabs

Jul 2012 - Mar 2014

Lead Engineer

- Developed 5 smart TV apps and 20 web-based games.
- Implemented real-time interactive features using WebSockets and handled Samsung Electronics Global QA.
- Developed admin tools using Backbone/CoffeeScript and managed infrastructure deployment/operations.

Songwoo INT
Staff Engineer

Feb 2010 - May 2012

- Developed and operated websites and admin pages for online English education platforms like OMCKR.

TECHNICAL COMPETENCIES

Skills: JavaScript, TypeScript, React, VueJS, Next.js, Node.js, Java, Spring Boot, AWS, Docker, MySQL, Amplitude, Git

EDUCATION

Seoul National University of Science and Technology
Bachelor's Degree, Computer Engineering

Mar 2008 - Feb 2015

Seoul Kyungshin High School
Graduation, Science Track

Mar 2005 - Feb 2008

ADDITIONAL INFORMATION

Certifications

- Engineer Information Processing (Mar 2015)