HANDOL PARK

Machine Learning Engineer

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SUMMARY

Software Engineer with over 20 years of experience and a strong background in data engineering and machine learning. Proficient in developing and deploying machine learning models and systems in production environments. Adept at evaluating and improving the performance and accuracy of machine learning models while effectively collaborating with cross-functional teams. Skilled in implementing data pipelines, infrastructure, and tools for large-scale data storage, processing, and analysis.

EXPERIENCE

Software Engineer Tech Lead, Data Platform

Sendbird

📅 Sep 2021 – Feb 2023   📍 Remote

- Provided technical guidance for data warehouse migration from AWS Athena to Google BigQuery and adoption of Apache Kafka to streamline legacy log ingestion data pipelines.
- Assisted Infrastructure Team in designing and implementing GCP VPCs using Shared VPC for data pipelines and data warehouse.
- Developed aggregation pipeline for message response metrics and a dashboard in collaboration with BI Team, showcasing Sendbird's value addition to customers' businesses.
- Explored Looker to simplify data aggregation processes, enabling data consumers to easily access and utilize data within the data warehouse.
- Led weekly sync with Infrastructure Team to ensure alignment of requirements and expectations.

Backend Software Engineer

Bandai Namco Entertainment America

📅 Mar 2019 – Sep 2021   📍 Remote

- Developed customer lifetime value prediction models (DNN, ARIMA, "Buy 'Till you Die") and API servers for ad network bidding and internal BI dashboard support.
- Utilized Google Cloud Run, Google Dataflow (Apache Beam), Tensorflow and statsmodels Python package for model development.
- Improved log ingestion pipeline from batch-based to real-time streaming, connecting AWS Kinesis to Google Cloud PubSub.

Lead Software Engineer

Nexon America

📅 Mar 2009 – Feb 2018   📍 El Segundo, CA

- Implemented Puppet infrastructure for system configuration management.
- Developed data warehouse using Hive, with real-time log ingestion using Kafka.
- Led integration of user authentication and payment systems with Nexon Europe.
- Designed REST API for Wallet system and Playfeed, a social network for Nexon gamers.

Senior Software Engineer

Various Companies

📅 Jun 2006 – Feb 2009

- Developed user-behavior analysis systems, web log processing systems, and Interactive Voice Response (IVR) systems, integrating various technologies such as Hadoop MapReduce, AWS SQS, Erlang, and REST API.

Manager, Client
Nable Communications

📅 Sep 2003 – May 2006   📍 Seoul, South Korea

- Led client development team, developing applications for Push-to-Talk and VoIP systems on various operating systems.

Software Engineer & Co-founder
SecureWiz

📅 Aug 2000 – Apr 2003   📍 Seoul, South Korea

- Developed Windows host-based firewall using a Windows NDIS Intermediate driver.

Software Engineer
Taewool

📅 Oct 1997 – Aug 2000   📍 Seoul, South Korea

- Developed physics engine for 3D mech combat simulation engine.

ACTIVITY

Deep Learning Study Group
K-DEVCON

📅 2019

- Helped other software engineers understand Deep Learning coursework.
- Deep Learning Specialization (Coursera)
- Practical Deep Learning for Coders (fast.ai)

EDUCATION

B.Sc. in Computer Science
KAIST

📅 Mar 1993 – Feb 2000

CERTIFICATION

Deep Learning Specialization
Coursera

📅 Jan 2019

Deep Learning Nanodegree
Udacity

📅 Jan 2019

Functional Programming Principles in Scala
Coursera

📅 Oct 2016