**Seunghwan Hong**

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+1 646-409-6212

**Professional Experience**

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| **Jininsa Company**, Software Engineer | **Jun. 2017 – present** |

[**PororoT: Social Intelligence Robot in form of ‘Pororo’**](https://pororot.com/) (pororot.com)

* Rule-based chatbot decision framework
* Implement a framework to make the fitting conversation with users for various situations like singing songs, reading books, end-to-end game, etc.  
  Python 3, SQL, Redis, Docker
* RESTful API server framework for mobile application
* Implement API services for communication with chatbot server and managing user information   
  Flask, Redis
* Containerize all infrastructures and make a set of scripts for controlling containers  
  Docker, Shell script
* [Landing website](https://jininsa.com/) for company and [PororoT](https://pororot.com/) (jininsa.com)
* Automate ‘News’ and ‘People’ sections for frequent update base on JSON  
  jQuery, Javascript

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| **2016 Creative & Challenge R&D Business,** Project Manager | **Jun. 2016 – Dec. 2016** |

**[Middle language for block-based programming language](https://github.com/ngEPL/Mocca)** [(github.com/ngEPL/Mocca)](https://github.com/ngEPL/Mocca)

* Compiler
* Implement language compiler which compiles Mocca code to parse tree and Python.  
  C#, Compiler-Compiler

**Technical Skills**

**Languages:** Python, Javascript (fluent); C++, Java (working knowledge)

**Frameworks / Platforms:** Flask (Python 3.x), Redis, socket.io, jQuery, Vue.js, React.js

**Other Skills:** HTML, CSS, MySQL, XML (comfortable); Docker (working knowledge)

**Education**

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| **Kookmin University (Seoul, South Korea)** | **Mar. 2016 – present** |

Undergraduate in Computer Science

**Publications**

**Seunghwan Hong**, Dong-Gyu Kim, Geon Son, Domin Kim, Soochurl Shin, Dujin Jeong, Rina Choi, Minsuk Lee, *Studying OPEG Score Development for Learning Open source Software Development Practice,* Korea Computer Congress 2017 (KCC 2017), Busan, South Korea, 2017.

**Coursework Technology Experience**

**Open Source Software**, *Kookmin University 2017*

Built WebSocket based real-time game server, using Python 3, Flask and various game server techniques such as dead reckoning and matchmaking system.

**Honors and Awards**

**Prize of Ministry of Science and ICT (1st Place)**

2016 Creative & Challenge R&D Business, Ministry of Science and ICT (Dec, 2016)

**4th Place (National Competition)**

2015 Korea Olympiad in Informatics (Oct, 2015)