

Taylor Perkins

SOFTWARE ENGINEER

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Summary

My objective is to obtain a position where I can impact the company in a positive way by applying my technical knowledge, skills, and leadership. Interested in devising a better problem-solving method for challenging tasks, and learning new technologies and tools if the need arises.

Skills

Programming	Ruby, Java, Golang, Python
DevOps	AWS, Docker, Kubernetes, Terraform, Jenkins
Back-end	Rails, Django, Gin
Front-end	React, Redux, HTML5
Languages	English, Spanish

Work Experience

Omnious. Co., Ltd.

Seoul, S.Korea

SOFTWARE ARCHITECT

Jun. 2017 - May. 2018

- Provisioned an easily manageable hybrid infrastructure(Amazon AWS + On-premise) utilizing IaC(Infrastructure as Code) tools like Ansible, Packer and Terraform.
- Built fully automated CI/CD pipelines on CircleCI for containerized applications using Docker, AWS ECR and Rancher.
- Designed an overall service architecture and pipelines of the Machine Learning based Fashion Tagging API SaaS product with the micro-services architecture.
- Implemented several API microservices in Node.js Koa and in the serverless AWS Lambda functions.
- Deployed a centralized logging environment(ELK, Filebeat, CloudWatch, S3) which gather log data from docker containers and AWS resources.
- Deployed a centralized monitoring environment(Grafana, InfluxDB, CollectD) which gather system metrics as well as docker run-time metrics.

PLAT Corp.

Seoul, S.Korea

CO-FOUNDER & SOFTWARE ENGINEER

Jan. 2016 - Jun. 2017

- Implemented RESTful API server for car rental booking application(CARPLAT in Google Play).
- Built and deployed overall service infrastructure utilizing Docker container, CircleCI, and several AWS stack(Including EC2, ECS, Route 53, S3, CloudFront, RDS, ElastiCache, IAM), focusing on high-availability, fault tolerance, and auto-scaling.
- Developed an easy-to-use Payment module which connects to major PG(Payment Gateway) companies in Korea.

R.O.K Cyber Command, MND

Seoul, S.Korea

SOFTWARE ENGINEER & SECURITY RESEARCHER (COMPULSORY MILITARY SERVICE)

Aug. 2014 - Apr. 2016

- Lead engineer on agent-less backtracking system that can discover client device's fingerprint(including public and private IP) independently of the Proxy, VPN and NAT.
- Implemented a distributed web stress test tool with high anonymity.
- Implemented a military cooperation system which is web based real time messenger in Scala on Lift.

NEXON

Seoul, S.Korea & LA, U.S.A

GAME DEVELOPER INTERN AT GLOBAL INTERNSHIP PROGRAM

Jan. 2013 - Feb. 2013

- Developed in Cocos2d-x an action puzzle game(Dragon Buster) targeting U.S. market.
- Implemented API server which is communicating with game client and In-App Store, along with two other team members who wrote the game logic and designed game graphics.
- Won the 2nd prize in final evaluation.

Education

Tufts University

Medford, MA

B.S.E. IN ELECTRICAL ENGINEERING

2008-2012

- Placed in the IEEE IBM Smarter Planet Challenge for Senior Project in Autonomous Drone Navigation

Program Committees

Board Member, Tufts External Advisory Board for Computer Science Department

Medford, MA