

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

DevOps	AWS, Docker, Kubernetes, Rancher, Vagrant, Packer, Terraform, Jenkins, CircleCI
Back-end	Koa, Express, Django, REST API
Front-end	Hugo, Redux, React, HTML5, LESS, SASS
Programming	Node.js, Python, JAVA, OCaml, LaTeX
Languages	Korean, English, Japanese

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.

ShitOne Corp.

Seoul, S.Korea

SOFTWARE ENGINEER

Dec. 2011 - Feb. 2012

- Developed a proxy drive smartphone application which connects proxy driver and customer.
- Implemented overall Android application logic and wrote API server for community service, along with lead engineer who designed bidding protocol on raw socket and implemented API server for bidding.

SAMSUNG Electronics

S.Korea

FREELANCE PENETRATION TESTER

Sep. 2013, Mar. 2011 - Oct. 2011

- Conducted penetration testing on SAMSUNG KNOX, which is solution for enterprise mobile security.
- Conducted penetration testing on SAMSUNG Smart TV.

Education

POSTECH(Pohang University of Science and Technology)

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Pohang, S.Korea

Mar. 2010 - Aug. 2017

- Got a Chun Shin-Il Scholarship which is given to promising students in CSE Dept.

Program Committees

2016 **Problem Writer**, 2016 CODEGATE Hacking Competition World Final

S.Korea

2013 **Organizer & Co-director**, 1st POSTECH Hackathon

S.Korea