HYOYOUL PARK

Data Architect

Seoul, South Korea

PROFESSIONAL SUMMARY

Data Architect with 7+ years of experience building analytics infrastructure for AAA gaming titles. Specialized in modernizing data pipelines using Databricks and Delta Lake, with expertise in cross-studio collaboration and multi-platform data processing. Proven track record of reducing operational costs by 80% while improving query performance and team productivity.

CORE COMPETENCIES

- Data Architecture & ETL Optimization: Databricks, Delta Lake, Delta Live Tables, Liquid Clustering
- Big Data Technologies: Hadoop Ecosystem, Spark, Hive, Presto, Apache Airflow
- Cloud Platforms: AWS (EC2, S3, Kinesis, Lambda), Azure, Apache Ambari
- Programming & Analytics: Python, PySpark, C#, SQL, Tableau
- Gaming Analytics: Telemetry design, log verification, multi-platform data processing
- Languages: Korean (Native), English (Professional Working Proficiency)

PROFESSIONAL EXPERIENCE

Data Architect

Krafton Inc. | Publishing Analytics Team 4 | 2018 - 2026.01.31

Managed data analytics infrastructure for multiple AAA game titles including PUBG, Hi-Fi Rush, Subnautica 2, TERA, and ELYON. Led cross-functional teams in international collaboration with Montreal Studio, Tango Studios, and Unknown Worlds.

Data Governance & Architecture Modernization

- Implemented Medallion Architecture across enterprise game titles, consolidating 3-5 pipelines per game into unified structures
- Reduced query execution time by 67% (1 hour to 20 minutes) through Liquid Clustering and Z-order optimization
- Established naming conventions and table structures with Data Governance team, creating comprehensive documentation
- Applied DLT, Liquid Clustering, and Materialized Views based on cardinality analysis and query patterns

Infrastructure Migration & Cost Optimization

- Led migration from subsidiary AWS infrastructure (200M KRW annually) to Krafton's integrated Databricks platform
- Achieved 80% cost reduction (200M to 40M KRW annually) while maintaining full functionality
- Converted Hive/Presto queries to Unity Catalog and DLT formats, ensuring data integrity throughout migration
- Optimized batch operations to minimize log data transfer costs

Multi-Game Platform Operations & Analytics

- Supported 10+ game titles across development and live service stages (PUBG, Hi-Fi Rush, Subnautica, TERA, ELYON)
- Designed and verified telemetry logs for PC, Mobile, Dedicated Server, and Central Server architectures
- Performed PUBG primary currency accounting verification and deferred revenue calculation
- Conducted predictive revenue analysis for Hi-Fi Rush using AI models trained on historical game data
- Created integrated KPI dashboards for overseas studios with unified reporting metrics

ETL Process Development & Automation

- Developed proprietary package (Calisto.py) consolidating disparate project ETL processes into unified architecture
- Implemented Airflow-based workflow orchestration with Docker containerization
- Created self-verification module (Verify.py) with anomaly detection and alerting (SMTP, Slack)
- Maintained 13-node Hadoop ecosystem with Bastion Host architecture (Cloudera CDP to Apache Ambari migration)
- Built Django-based LogQA tool for external partner data access with country-specific permissions

Additional Key Projects

- Developed AWS Kinesis SDK-based log collection module for Korea self-publishing operations
- Built AWS Lambda-based mobile revenue collection system integrating AppAnnie (data.ai) API
- Created internal analytics platform 'Together' using PHP-based CMS (XpressEngine) for cross-team collaboration
- Designed TERA PC launcher stability metrics and implemented log generation/collection infrastructure

TECHNICAL SKILLS

Data Platforms: Databricks, Delta Lake, Delta Live Tables, Unity Catalog, Hadoop, Hive, Presto
Cloud & Infrastructure: AWS (EC2, S3, Kinesis, Lambda, EMR), Azure, Apache Ambari
Programming: Python, PySpark, SQL, C#, JavaScript, PHP
Data Engineering: Apache Airflow, Docker, Git, Liquid Clustering, Z-order, Materialized Views
Analytics & Visualization: Tableau, Jupyter, OpenSearch
Gaming Technologies: Unreal Engine Telemetry, Firebase, MSSQL

EDUCATION

Bachelor of Science in Computer Engineering

Hansung University, Seoul, South Korea | *2012 - 2018*

PROFESSIONAL INTERESTS

Technical Exploration: Modern web development (Next.js with Claude + Cursor), AI/ML experimentation, compiler theory, 3D printing, mechanical keyboards
Community Contribution: Open-source project contributions, technical documentation translation (Korean ↔ English)
Personal Pursuits: Succulent plant cultivation (Pachypodium collection), mechanical keyboard maintenance and repair