Hyun Jae Moon

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CORE SKILLS

Programming Languages: Rust, Python, C++, TypeScript, JavaScript, HTML/CSS, Dart, SQL
Technologies: Flutter, React, GCP, Bazel, CMake, Docker, CI/CD, LangChain/LangGraph, Agentic AI, NL2SQL

WORK EXPERIENCE

Google
Mountain View, CA

Senior Software Engineer — *Oct 2024 - Sep 2025*

- Architected and deployed LLM-powered network engineering agents on GCP using LangChain and LangGraph, automating the analysis of 2,000+ monthly connectivity reports
- Reduced average debugging time by 7 days per issue through intelligent RAG and NL2SQL pipelines, significantly improving network reliability and engineering efficiency

Software Engineer III — *Apr 2023 - Oct 2024*

- Orchestrated weekly releases of network simulation software to the Android Emulator, supporting over 800,000 Daily Active Users (DAUs)
- Engineered a robust CI/CD pipeline incorporating unit, integration, and end-to-end testing, reducing release friction and enhancing software stability

Software Engineer II — *Aug 2022 - Apr 2023*

- Designed and implemented a high-performance Frontend API in Rust and a responsive Web UI in TypeScript for Android Emulator's network simulation tools
- Integrated complex build systems using Soong, Bazel, and CMake, ensuring seamless delivery to Android Studio Canary users

Samsung Electronics
South Korea

Software Engineer Intern — *June 2021 - Aug 2021*

- Developed a defective refrigerator detection algorithm by applying advanced data clustering techniques and exploratory data analysis (EDA) to large-scale sensor data

Republic of Korea Army
South Korea

Sergeant, Signal Intelligence Unit — *Oct 2018 - May 2020*

- Developed a mission-critical Signal Database Search Tool using C++ and Qt, enhancing data retrieval speed and accuracy for intelligence operations

Naver
South Korea

ML Research Intern — *June 2018 - August 2018*

- Conducted research on state-of-the-art NLP models, including Multi-Cast Attention Networks and Transformers, to optimize chatbot performance and response accuracy

UC Berkeley EECS
Berkeley, CA

Undergraduate Student Instructor (uGSI), CS61A — *Jan 2018 - May 2018*

- Instructed discussion sections and labs for CS61A, mentoring over 30 students weekly in Structure and Interpretation of Computer Programs

PROJECTS

Python Testing Agent
pythontestingagent.com

- Developed a full-stack educational platform using the Gemini API to generate dynamic Python programming problems and autonomously grade submissions for correctness and efficiency
- Deployed on Google Cloud Platform (Cloud Run) with a fully automated CI/CD pipeline using GitHub Actions

Yushin-Melamine
yushin-melamine.com

- Built a production website for a manufacturing firm featuring an intelligent product search agent powered by LangGraph and GCP Agent Engine
- Implemented a scalable architecture using Python and Cloud Run, enabling intuitive natural language queries for product discovery

EDUCATION

University of California, Berkeley
Berkeley, CA

B.S. Electrical Engineering & Computer Science — *May 2022*