

# Hyunuk Lim

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in [hyunuk](#)

🌐 [hyunuk](#)

🌐 [hyunuk.github.io](https://hyunuk.github.io)

## TECHNICAL SKILLS

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Languages: Java, Python, C++, C#, JavaScript, Groovy, HTML, CSS

Others: JUnit, Git, SQL, Unix/Linux, Jenkins, Selenium, Unity, Django, GCP, Bash, React

## PROFESSIONAL EXPERIENCE

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**Software Developer Intern** | SAP, Vancouver

Sep 2019 – Apr 2020

- Worked on the performance and reliability team for SAP Cloud for Analytics.
- Responsible for investigating regressions in response time and number of HTTP request using various test tools and methods, such as Selenium and Git bisect.
- Migrated test tools and assets into the team's automation process using the Github release and Maven to help team's investigation workflows.

**Undergraduate Teaching Assistant** | University of British Columbia, Vancouver

May 2019 – Jun 2019

- Led 20+ students in a lab and answered questions on topics such as data structures and algorithms in office hours.
- Helped students to clarify the requirements of the C++ programming assignments and how to debug effectively.

**Game Designer** | Various companies, Seoul

Nov 2011 – Nov 2015

- Worked with team of 10+ people and released three games: Line Play, Brown Farm, Hidden Catch, which are globally serviced on the Apple Store / Google Play Store.
- Established the project goal, direction, and in-game rules from beginning to releasing the product and maintained the live service which earned about \$1.2 million per month and had over 60 million users.

**Senior Game Designer** | Smilegate, Seoul

Apr 2009 – Nov 2011

- Developed Hole in One, the online golf game project in an agile development process.
- Implemented to bind UI components using LUA, the script language.
- Designed game systems; player character's growth, achievement, and in-game economic balance.

## PERSONAL PROJECTS

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**Tetris: Find the Gem (Unity, C#)** | [bit.ly/ Tetris](https://bit.ly/Tetris)

Jan 2020 – Present

- Designed and developed the Tetris game with a special mode, where the user must find and clear gems to advance to the next level.
- Built and packaged necessary assets and scripts to deploy the game using WebGL.

**Cats and Dogs (Unity, C#)** | [bit.ly/ CatsAndDogs](https://bit.ly/CatsAndDogs)

Jan 2020 – Present

- Converted SlimeWarz with different player modes such as player vs. player and player vs. computer.
- Implemented three different levels of AI difficulty from easy to hard.
- Applied the minimax algorithm and Alpha-Beta pruning to choose the best solution for the hard difficulty.

**SlimeWarz (Java)** | [bit.ly/slimewarz](https://bit.ly/slimewarz)

Jun 2018 – May 2019

- Developed and refactored one-on-one board game similar to Reversi or Ataxx.
- Implemented two-dimensional board with images using the Swing GUI library.

**Piggy Manager (Java)** | [bit.ly/piggymanager](https://bit.ly/piggymanager)

Sep 2018 – Dec 2018

- A household budgeting app which records transactions for an individual's income and expense.
- Implemented the Swing GUI with JavaFX that displays an expense category chart.

## EDUCATION

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**Bachelor of Computer Science**, University of British Columbia, Year 3, GPA: 3.7/4.33

Sep 2018 – Expected May 2021

**Bachelor of Engineering**, Sejong Cyber University, GPA: 3.5/4.33

Mar 2001 – Feb 2008

## OTHERS

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- Served in Korean Marine Corps for two years.
- World traveler