

Hyunuk Lim

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TECHNICAL SKILLS

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

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

PROFESSIONAL EXPERIENCE

Software Developer Intern | SAP, Vancouver

Sep 2019 – Apr 2020

- Worked on the performance and reliability team for SAP Cloud for Analytics to conduct fully automated regression tests using VMs in GCP, Selenium, and Jenkins.
- Developed test tools and assets using Python and Maven to help team's automated investigation workflows.
- Developed Jenkins pipeline using Groovy and bash/shell script to help the regression tests.

Undergraduate Teaching Assistant | University of British Columbia, Vancouver

May 2019 – Present

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

Senior Game Designer | LINE PLAY, 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 the online golf game project in an agile development process.
- Implemented to bind UI components using LUA, the script language and designed game systems.

PERSONAL PROJECTS

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

Jan 2020 – Mar 2020

- Built the Tetris game with the stage mode, where the user must find and clear gems to advance to the next level.
- Implement core features of the modern Tetris series: score, preview, ghost, and hard drop.
- Built and packaged project to deploy using WebGL.

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

Jan 2020 – Feb 2020

- Converted SlimeWarz with different player modes such as player vs. player and player vs. computer.
- Implemented three difficulty levels, applying the Minimax and the Alpha-Beta pruning to choose the best solution.

SlimeWarz (Java) | 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

Sep 2018 – Dec 2018

- Developed 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

Bachelor of Computer Science, University of British Columbia, Year 3, GPA: 3.8/4.33

Sep 2018 – Expected May 2022

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

Mar 2001 – Feb 2008

OTHERS

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