Hyunuk Lim

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PROFESSIONAL EXPERIENCE

SOFTWARE DEVELOPER INTERN | *SAP, Vancouver, BC, Canada*   Sep 2019 – Apr 2020
- Built testing environment on **VMs in GCP** and conducted automated regression tests for SAP Cloud for Analytics.
- Monitored test results and investigated root cause analysis for regressions on response time and HTTP requests.
- Enhanced internal test tools and assets using **Python** to help the team's automated investigation workflows.
- Implemented **Jenkins pipeline** script using **Groovy** and **bash** to help to monitor hundreds of daily commits.

TEACHING ASSISTANT | *University of British Columbia, Vancouver, BC, Canada*   May 2019 – Present
- Answered questions about topics in **Data Structures and Algorithms** and **Software Construction** courses.
- Led weekly office hours for **20+** students **10 hours/week**.
- Guided students to clarify the requirements of **Java**, **C++, and Python** programming assignments and how to debug.
- Investigated and optimized C++ makefile compile options for the programming assignment to reduce average runtime by **90%**.

GAME DESIGNER | *LINE PLAY, Seoul, Korea*   Nov 2011 – Nov 2015
- Closely collaborated with developers to design in-game currency balance system and difficulty levels, and released Line Play and Brown Farm, which are globally serviced on the Apple/Google Store.
- **Line Brown Farm:** Worked with a team of 10+ people in the agile development process; established the project goal, direction, and in-game rules; communicated with server programmer to formulate a database schema; downloaded over **20 million**.
- **Line Play:** Worked with a team of 100+ people; analyzed statistics for user activities, in-game currency flow, and sales factors which earned about **$1.2 million per month** and had over **70 million users**.

PERSONAL PROJECTS

PIK | **akhl.me**   Aug 2020 – Sep 2020
- Built a social media platform that provides a summary based on image analysis via **Google Cloud Vision API**.
- Parsed JSON from API to categorize images such as people, food, and animals.
- Stored images in **AWS S3** and handle authentication using **Google OAuth 2.0**.
- Enhanced image loading by 82% (90 to 16ms) after implementing lazy loading and image resizing.

TETRIS: FIND THE GEM | **bit.ly/__Tetris**   Jan 2020 – Mar 2020
- Built the Tetris game in **Unity** and **C#** with the stage mode where user must clear gems to advance to the next level.
- Implement core features of the modern Tetris series: scoring system, preview the next block, ghost, and hard drop.

CATS AND DOGS | **bit.ly/_CatsAndDogs**   Jan 2020 – Feb 2020
- Developed and refactored one-on-one board game like Reversi or Ataxx with different player modes such as player vs. player and player vs. computer in **Unity** and **C#**.
- Implemented three difficulty levels, applying the Minimax and the Alpha-Beta pruning to choose the best solution.

PIGGY MANAGER | **bit.ly/piggymanager**   Sep 2018 – Dec 2018
- Developed a household budgeting app in Java that 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   Sep 2018 – Expected May 2022
- Achieving a 3.8 GPA on a 4.33 scale.
- **Relevant courses:** Data Structures and Algorithms, Software Engineering, Internet Computing.

Bachelor of Engineering, Sejong Cyber University   Mar 2001 – Feb 2008
- Achieved a 3.5 GPA on a 4.33 scale; majoring in Game Producing.