# HYUNUK LIM

19 months of internship Experience · Back-end Software Engineer · Bachelor of Computer Science at UBC
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## TECHNICAL SKILLS

**Languages**: Python, Java, Javascript, GO, C++, SQL
**Frameworks/Tools**: Node.js, Express.js, PostgreSQL
**Others**: Git, Elasticsearch, Kubernetes, AWS, GCP, Jenkins

## WORK EXPERIENCE

**Developer Programs Engineer Intern**, Google — May 2022 - Aug 2022

- Wrote technical tutorials for Apache SparkML, BigQuery, and Dataproc Serverless on Google Cloud Service.
- Created a Spark tutorial to demonstrate a common usage in data engineering by analyzing languages of open source projects in Github.
- Implemented a SparkML pipelines tutorial to compare time consumption between CitiBike and NYC Taxi data.
- Configured a CI environment to support JVM for PySpark that allows testing on the local environment.

**Software Engineer Intern**, Wealthsimple — Jan 2022 - Apr 2022

- Created a DAG to help data analysts automate 50+ scheduled workflows in a secure way using Apache Airflow.
- Moved data from Amazon Redshift, a data warehouse to Google Sheets using the Sheets API.

**Software Engineer Intern**, Amazon — Aug 2021 - Dec 2021

- Contributed to the OpenTelemetry open-source project with 15 PRs in 4 months.
- Introduced up-to-date compression methods for gRPC and HTTP protocols in the project to decrease CPU usage.
- Created a Helm Chart providing an end-to-end observability stack from Elastic Kubernetes Service to CloudWatch.

**Software Engineer Intern**, SAP — Sep 2019 - Apr 2020

- Maintained performance monitoring chains and investigated root cause analysis for regressions and bugs.
- Implemented Jenkins pipeline script using Groovy to introduce a notification system to save GCP cost by 20%.

## PROJECTS

**SnackTrack** | Web App — Jan 2021 - Apr 2021

- Built a snack purchasing web app that has transactions and inventory management with a team of 8.
- Led a backend team of 4 to make the critical decisions in terms of tech stacks, DB schema, and API design.
- Developed APIs to process user and payment data with the 80% unit test coverage and integration tests.

**Pik** | AI filtered Social Media Web Service — 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 Google API to categorize images and implemented backend REST APIs through Node.js.
- Enhanced image loading by 82% (90ms to 16ms) after implementing lazy loading and image resizing.

**Cats and Dogs** | AI/Multi-playable turn-based board game — Jan 2020 - Feb 2020

- Developed a Reversi-like board game with different playable modes in Unity and C#.
- Implemented three difficulty levels, applying the Minimax and the Alpha-Beta pruning to choose the best solution.

## EDUCATION

**Bachelor of Computer Science**, University of British Columbia, Year 4, CGPA: 3.9/4.33 — Sep 2018 - Nov 2023

- Relevant courses: Distributed Systems, Intermediate Algorithm Design, Internet Computing, Machine Learning.
- Worked as a teaching assistant for 4 semesters in the introductory algorithm and software engineering courses.
- Worked as a research assistant to implement math assignments on Prairielearn, the online platform using Python/Javascript.