

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, Javascript/Typescript, Java, Go, C++, C#, Groovy, SQL

Tools/Frameworks: Node.js, Express.js, d3.js, Git, AWS, GCP, Elasticsearch, Kubernetes, Docker, Jenkins

WORK EXPERIENCE

Developer Programs Engineer Intern, Google

May 2022 - Aug 2022

- Published two end-to-end [Jupyter](#) notebook tutorials demonstrating the use cases of [Apache Spark](#) on Google products, including [Dataproc](#), [BigQuery](#), [Vertex AI](#), and [Google's testing suites](#).
- Identified and corrected Spark dependency issues in the CI test, and received a peer bonus from the Vertex AI Tech Lead.

Software Engineer Intern, Wealthsimple

Jan 2022 - Apr 2022

- Built a secure pipeline among [Amazon Redshift](#), [Amazon S3](#), and Google Sheets using [Apache Airflow](#), resulting in a more efficient and streamlined 50+ workflow for data scientists, and reducing the risk of errors to sensitive customer data.

Software Engineer Intern, Amazon

Aug 2021 - Dec 2021

- Contributed to the [OpenTelemetry](#) open-source project by authoring and reviewing multiple pull requests.
- 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%.

Game Designer, Various companies

Dec 2000 - Nov 2015

- Closely collaborated with developers to design game systems, such as [game balance](#), [difficulty level](#), and [currency system](#).
 - Released several games, including [Line Play](#), globally serviced on the Apple/Google Store which had over [70 million users worldwide](#).
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PROJECTS

blinkr | Eye blink detection Chrome Extension

Jan 2023 - Jan 2023

- Developed a Chrome extension that detects eye blink and notifies users to prevent eye dryness using the face-api.js library.
- Released to the Chrome Web Store.

SnackTrack | Web App

Jan 2021 - Apr 2021

- 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.
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LEADERSHIP

Hackathon Mentor, BCS Hacks, cmd-f, GirlCode

Jan 2023 - Apr 2023

Speaker, Vancouver Korean Developer and Designer Meetup

Aug 2022 - Present

Undergraduate Teaching/Research Assistant, University of British Columbia

Jan 2019 - July 2021

EDUCATION

Bachelor of Computer Science, University of British Columbia, Year 4, CGPA: 3.8/4.33

Sep 2018 - May 2023

- Relevant courses: Distributed Systems, Intermediate Algorithm Design, Internet Computing, Applied Machine Learning.