

# 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

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## 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, Wealhsimple

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%.
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## PROJECTS

### blinker | 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.
- Used the Chrome API to change the extension icon and notify users based on the blink count per minute.

### SnackTrack | Web App

Jan 2020 - Apr 2020

- 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.
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## EDUCATION

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

Sep 2018 - Nov 2023

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