

전인건 (JON INGUN)

✉ ingun37@gmail.com | 🏠 <https://ingun37.github.io/portfolio/> | 📖 <https://dev.to/ingun37>

목차

소개	2
Skills	2
경력	2
학력	2
개인프로젝트	3
Open-Source Contribution	3
외국어	3
집필	3

Table Of Contents

Introduction	4
Skills	4
Career	4
Education	5
Personal Projects	5
Open-Source Contribution	5
English	5
Writings	5

전인건

☎ 010-8761-1707 | ✉ ingun37@gmail.com | 🏠 <https://ingun37.github.io/portfolio/> | 📱 <https://dev.to/ingun37>

Skills

Game/CG	Unity3D, OpenGL, Metal, OpenCV
FullStack	Angular, React, ThreeJS, gRPC, NodeJS
DB	Redis, RDBMS, FireStore, DGraph, ORM
DevOps	Jenkins, Gradle, Kubernetes, Docker
Application	iOS
Languages	Haskell, Scala, C++, C#, ObjC, Swift, Go, Python, Ruby, Java, Groovy, JS, TS, etc
Cloud Platform	Firebase, GCP, AWS
Familiar Paradigm	Functional Programming, Flux Architecture, Reactive Programming, Algebraic Data Type, Generic Programming, Declarative Programming, Category Theory

경력

CLO Virtual Fashion - **CLO-SET** web graphics engineer

2020.9 ~

- THREE.JS 를 이용한 3D 모델 뷰어 개발
- Puppeteer, OpenCV 를 이용한 렌더링 테스트 시스템 개발(특허 진행중) 및 CI integration
- 웹 그래픽스 퍼포먼스 Benchmarking 툴 개발 및 CI integration
- RxJS, FP-TS 를 이용한 반응형 3D 모델 로딩 시스템 개발 및 최적화
- AWS, Github Flow, semantic-release 를 이용한 CI 구축

로드컴플릿 - **크루세이더 퀘스트** 소프트웨어 엔지니어

2015.5 ~ 2017.9

- Unity3D 를 이용한 신규 피쳐 개발, 버그 수정 등 유지보수
- 구글, 페이스북, 애플, 위챗, QQ 그리고 13가지 중국 마켓 Authentication 서비스 담당 개발
- Jenkins, Gradle, Google Cloud API를 이용한 iOS, Android 타겟의 게임/데이터/리소스 CI 구현
- iOS Force Touch, Android Screen recording 등 Native iOS, Android 라이브러리 개발
- 그래픽스 최적화 (텍스처를 모방하는 폴리곤을 DepthMask로 이용, 렌더링타임 20% 단축)

엔비어스 - **에오스** 소프트웨어 엔지니어

2014.9 ~ 2015.5

- C++, Unreal, Scaleform GFX를 이용한 신규 feature 개발, 버그 수정등 유지보수
- 신규 캐릭터 “팔라딘” 추가 담당
- C#, WPF 를 이용한 맵 에디터 신규 기능 개발 및 유지보수

스윙크 소프트웨어 엔지니어

2013.7~2014.9

- 두산동아 EBS 어학 FM iOS 어플리케이션 전체 개발
- Unity3D로 약 10여가지 국립과천과학관 전시용, 제 2회 국립과천과학관 온라인 과학게임대회 게임 개발

소프트웨어 마에스트로 연수생

2010

- .NET 과 C#을 이용한 제주원광노인복지센터 디지털 시스템 개발

학력

독학학위제 컴퓨터과학과 학사

2019

한국애니메이션고등학교 컴퓨터 게임 제작과

2009~2012

개인 프로젝트

Expressive Matrix Calculator (iOS)

2020

- Interactive, Responsive, Expressive, Algebraic, Open-Source 한 iPad용 행렬 계산기로 현재 [앱스토어](#)에서 다운로드 가능 (오픈소스)
- TensorFlow 모델을 적용한 정수 손글씨 인식 기능
- ReSwift를 이용한 Flux 구조 적용
- 다음과 같은 [Abstract Algebraic 모델을 Swift로 구현](#)(높은 Swift 숙련도), 광범위한 **Algebraic Number** 표현이 가능한 점이 특징.

MDFINDER

2018

- 세일즈맨 - 고객을 매칭 서비스 (상용화 실패)
- Go를 이용한 매칭 서버 개발
- DGraph를 이용한 Graph DB 개발
- GRPC를 이용한 API 개발
- Firebase, GCP를 이용한 유저관리/채팅 클라우드 서비스 (Storage, Kubernetes, FireStore)
- iOS 클라이언트 개발

Open-Source Contributions

[kostub/iosMath](#)

2019

- iOS 수학 수식 렌더링 라이브러리
- Latex의 colorbox에 해당하는 기능을 ObjC로 개발하여 커밋 & 머지

[awalterschulze/goderive](#)

2019

- Functional Programming in Go 라이브러리
- 새로운 Monadic Transformation 커밋 & 머지

외국어

TOEIC (950/990)

TOEFL (102/120)

OPIc

- Reading (465/495)
- Listening (485/495)

- Reading (28/30) Advanced
- Listening (28/30) Advanced
- Speaking (22/30) High-Intermediate
- Writing (24/30) Advanced

AL (최고등급)

- 개발을 비롯한 다양한 주제로 자유롭게 문서작성/대화 가능
- 개발을 비롯한 다양한 주제로 문서/시청각 자료 이해 가능

집필

- [DEV.TO](#) - Category Theory, Functional Programming, iOS 관련 개발 블로그 포스팅
- [MathBookAnswers](#) - 수학전공서 연습문제 해설 포스팅
- Category Theory for Programmers - Bartosz Milewski
- Neural Networks and Deep Learning - Michael Nielsen
- Topology Without Tears - Sidney A. Morris
- Introduction to Probability, Statistics, and Random Processes - Hossein Pishro-Nik

Ingun Jon

☎ 010-8761-1707 | ✉ ingun37@gmail.com | 🏠 <https://ingun37.github.io/portfolio/> | 📄 <https://dev.to/ingun37>

Skills

Game/CG	Unity3D, OpenGL, Metal, OpenCV
FullStack	Angular, React, ThreeJS, gRPC, NodeJS
DB	Redis, RDBMS, Firestore, DGraph, ORM
DevOps	Jenkins, Gradle, Kubernetes, Docker
Application	iOS
Languages	Haskell, Scala, C, C++, C#, ObjC, Swift, Go, Python, Ruby, Java, Groovy, etc.
Cloud Platform	Firebase, GCP, AWS
Functional Paradigm	Functional Programming, Flux Architecture, Reactive Programming, Algebraic Data Type, Generic Programming, Declarative Programming, Category Theory

Carrer

CLO Virtual Fashion - CLO-SET web graphics engineer

2020.9 ~

- Developed web 3D viewer for 3d garment models using THREE.JS
- Developed rendering test system (patent pending) using Puppeteer and OpenCV
- Developed graphics performance benchmarking system using Puppeteer
- Developed responsive and highly optimized 3D model loading system using RxJS, FP-TS and Draco3D
- Set up CI using AWS, Github Flow, semantic-release

Loadcomplete - Crusaders Quest software engineer

2015.5 ~ 2017.9

- **Maintenance** : Developed new features and bug fixes using Unity3D.
- **Authentication** : I was responsible for authentication of users via Google, Facebook, Apple, WeChat, QQ and 13 different Chinese application market authentication services.
- **CI** : Automated the build pipeline for iOS/Android targets, data sheets and resources using Jenkins, Gradle, Google Cloud API.
- **Native** : Developed platform-specific native libraries like iOS Force Touch and Android screen recording
- **Graphics Optimization** : Reduced the rendering time by 20% by making depth-mask polygons that imitates alpha-textures and placing them behind 2D objects.

Nvius - EOS software engineer

2014.9 ~ 2015.5

- **Maintenance** : Developed new features and bug fixes using C++, Unreal and Scaleform GFX.
- **Major Update** : I was responsible for the installation of the new character *Paladin*.
- **Tool Development** : Developed the new feature that marks an area in the map editor using C#, WPF and ear-clipping algorithm

Swink software engineer

2013.7~2014.9

- **Application Development** : Developed the official application for EBSFM which is one of the biggest radio channel in South Korea. It supports encrypted audio streaming, network session threading, interactive UI.
- **Game Development for a National Contest** : Developed 10 kinds of mini games that were used in the 2nd National Online Science Game Contest held by Gwacheon National Science Museum supported by Ministry of Education using Unity3D

Software Maestro student

2010

- Developed the digital system for Jeju Wonkwang Elder care center using .NET

Education

Bachelor in Computer Science	2019
Korea Animation High School	2009~2012

Personal Projects

Expressive Matrix Calculator (iOS) 2020

- Interactive, Responsive, Expressive, Algebraic, Open-Source Calculator. (Available at [AppStore](#))
- Uses Handwritten integer recognizing TensorFlow Model
- Employed Flux Architecture using ReSwift
- Able to express wide range of algebraic numbers for the [implementation of following Abstract Algebraic model](#).

MDFINDER 2018

- Matching service between salesmen and customers (failed to publish).
- Developed matching server using Go.
- Used DGraph as Graph Database.
- Used gRPC as API protocol.
- Developed Authentication / Chatting service / Containerization using Firebase and GCP.
- Developed iOS client.

Open-Source Contributions

[kostub/iosMath](#) 2019

- iOS display engine for mathematics.
- Pull requested & merged the new feature that is equivalent of *colorbox* from Latex using Objective-C.

[awalterschulze/goderive](#) 2019

- Functional Programming in Go
- Pull requested & merged a new monadic transformation.

English

TOEIC (950/990)

- Reading (465/495)
- Listening (485/495)

TOEFL (102/120)

- Reading (28/30) Advanced
- Listening (28/30) Advanced
- Speaking (22/30) High-Intermediate
- Writing (24/30) Advanced

OPIc

AL (Top Grade)

- Capable of communicating/documenting on development and many other topics.
- Capable of understanding both literal and auditory information on development and many other topics

Writings

- [DEV.TO](#) - Blog articles on Category Theory, Functional Programming and iOS.
- [MathBookAnswers](#) - Postings on my original answers to various mathematics books including:
 - Category Theory for Programmers - Bartosz Milewski
 - Neural Networks and Deep Learning - Michael Nielsen
 - Topology Without Tears - Sidney A. Morris
 - Introduction to Probability, Statistics, and Random Processes - Hossein Pishro-Nik