

# 전인건 (JON INGUN)

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# 전인건

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## Skills

Game/CG	Unity3D, OpenGL, Metal, OpenCV
Frontend	Angular, React, ThreeJS, gRPC, NodeJS
DB	Redis, RDBMS, FireStore, DGraph, ORM
DevOps	Jenkins, Gradle, Kubernetes, Docker
Application	iOS
Languages	Haskell, C++, C#, ObjC, Swift, Go, Python, Ruby, Java, Groovy, JS, TS, etc
Cloud Platform	Firebase, GCP, AWS
Programming 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 event-driven 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

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## Skills

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DB	Redis, RDBMS, Firestore, DGraph, ORM
DevOps	Jenkins, Gradle, Kubernetes, Docker
Application	iOS
Languages	Haskell, C, C++, C#, ObjC, JS, TS, Swift, Go, Python, Ruby, Java, Groovy, etc.
Cloud Platform	Firebase, GCP, AWS
Programming 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 that measures FPS, Memory, Time
- Developed event-driven 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