

SUMMARY

Programmer of 6+ years of experience with demonstrated ability to adapt to new technologies to deliver values, ranging from cloud operations to machine learning. I lean towards the practical and agile approach to software development, and have a critical view on zealous adherence to rules and methodologies.

EXPERIENCE

- **Skelter Labs (AI technology company)**

Software Engineer

Seoul, Korea

Jun 2018 - Present

Personalized Product Recommendation Solution

- **Developed the Web SDK** for signal collection and displaying recommendation widgets.
- **Configured the dev and production environments on GCP with IaC approach** using Terraform.
- Configured a **ML pipeline ranging from data processing to serving in production** using Kubernetes, Spark, Argo Workflows, and MLflow.
- **Operated the service with minimum downtime** using open-source tools including Prometheus, Grafana Dashboards, Jaeger, PagerDuty, Slack, OpenFlagr.
- **Configured the business dashboards** by integrating the ELK stack.

Audience Targeting Service PoC

- **Set up and operate Kubernetes cluster** to run Spark workloads to process ML data, and to serve Tensorflow models.
- **Integrated data from external services**, including Braze, Contentful, and BigQuery.

Context-based Personalization Application

- Participated in developing **stream processing backend** using Apache Kafka Streams API.
- Configured dev and production environments on AWS, and **configured the test/release pipelines to streamline the development**.

- **KOKOMO Games (mobile game company)**

Client-side programmer

Seoul, Korea

Jun 2016 - May 2018

- Developed game contents in Unreal C++ and Blueprint.
- Configured a CI system for automated mobile build (iOS and Android) and QA deployment, which greatly streamlined the build process. Up to 10+ builds a day.

EDUCATION

- **Korea Advanced Institute of Science and Technology**

B.Sc. in Computer Science

Daejeon, Korea

2006 - 2012

- **Intern in the Collaborative Distributed Systems & Networks Lab:** Developed a prototype Android app that can recognize learned objects through built-in camera, using the OpenCV library.
- **Thesis:** Implemented a Predictive-corrective incompressible SPH for Realistic Fluid Simulation using the OpenCL API, utilizing parallel processing.

PROFESSIONAL SKILLS

- **Experience in backend development** using Python, Go, SQL, Kafka, MongoDB, Docker.
- **Experience in cloud operations** with GCP, AWS, networking, Terraform, Kubernetes, Prometheus, Argo Workflows.
- **Experience in machine learning projects** using Jupyter, Apache Spark, scikit-learn, Tensorflow, Keras.
- **Mid-level Industry Skills:** I can write testable and efficient code, have sufficient computer science knowledge.
- **Language skills:** Native in Korean. I can write and converse in English at a functional level.

CERTIFICATIONS

- TOEIC: score 990 (Listening 495, Reading 495), Speaking Level 6 (score 150) (2019)
- Test of English Proficiency developed by Seoul National University (TEPS): grade 1+, score 969 (2016)
- Engineer Information Processing by the Human Resources Development Service of Korea (2013)