

MINHYEOK JANG

Software Engineer

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OBJECTIVE

An Intermediate Software Engineer with 5+ years. Full stack Dev of website and mobile app services. I mostly do startup incubating, r&d project planning, business management as co-founder or freelancer.

EDUCATION

2019-
Present

Ulsan National Institute of Science and Technology (UNIST)

School of Business Administration (AACSB-accredited)

Expected Graduation, March 2026

Major: Financial Accounting Minor: Industrial Engineering

GPA: 2.88

Honors: Dean's List (4 semester)

WORK EXPERIENCE

2019

Research Associate

Ulsan Port Authority & UNIST

Accomplishments:

- Designed a machine learning process and pipeline for quality prediction of cargo.
- Built sensor fusion and data acquisition system at two testbeds in bolt production.

2020-
Present

Freelance Software Engineer

Sole Proprietorship

Accomplishments:

- Programmed the website and mobile applications, data crawling softwares.
- Directed academic research subcontracts of GNTP and UIPA, TheBridge Co., Ltd.
- Produced the business revenue over 135M KRW by executing subcontracts.

2021-
Present

Co-Founder & CEO

K-STEAM Co., Ltd.

Accomplishments:

- Developed the block coding and physical computing mobile app by oneself.
- Produced the business revenue over 400M KRW by product sales.
- Directed and Raised 20M KRW in seed money from government.

2022-
Present

Co-Founder & CTO

DNU Co., Ltd.

Accomplishments:

- Developed the mobile app of nailart platform based on React Native by oneself.
- Researched a semantic segmentation based virtual fitting system with AI model.
- Directed and Raised 336M KRW in seed money from government.

2024-
Present

Co-Founder & COO

NeuralWave Co., Ltd.

Accomplishments:

- Contracted the MOU and PoC with Busan Infrastructure Corporation (BISCO).
- Directed and Raised 190M KRW in seed money from government.

OTHER EXPERIENCE

2018-
Present

Development of AI-Based Algorithmic Investment.

Accomplishments:

- Designed and Programmed the Home Trading System for securities trading.
- Researched the AI-Based stock prediction and time-series denoising system.
- Verifying the asset allocation algorithm in DB GAPS Competition at 2022.

2019-
2023

Volunteer of donating an education

Accomplishments:

- Organized and Instructed mentoring volunteers more than 30 people.
- Mentored software education to students(adolescent) more than 250 people.
- Created and Planned software education programs more than 20 cases.

2021-
2023

Full-time Lecturer

Foundation for Industry Cooperation (FIC) of university of ulsan

Accomplishments:

- Mentored robotics and programming activities to students about 70 people.
- Created STEAM education programs and related textbooks about 15 cases, belonging to Korea Foundation for Science and Creativity (KOSAC).

2021-
Present

Educational Developer

Ulsan Youth Science Enquiry Association

Accomplishments:

- Designed STEAM and software education curriculum about 13 cases under the supervision of 10 people of licensed teacher in association, belonging to KOSAC.
- Coordinated and Mentored the curriculums to more than 160 schools in Korea.

SKILLS

- JavaScript (ES6, React, React Native)
- Python (Django, Flask, PyQt)
- Data Analytics (Pandas, scikit-learn)
- Embedded System (Arduino, Jetson)
- HTML / CSS
- Cloud (AWS, GCP)
- Deep Learning Engineering (TensorFlow, Keras, PyTorch)

INTERESTS

- Company Building (AC/VC)
- Algorithmic Investment
- Microcontroller & Firmware
- 3D Printing Technology
- Bartending
- Origami

INTELLECTUAL PROPERTY

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| 2021 | Mastering K-STEAM Block Coding
<i>ISBN-13 : 979-1-19-733063-6</i> <ul style="list-style-type: none">• Published by K-STEAM Co., Ltd and licensed teachers for software education.• Sold more than 4,000 copies to schools, public youth centers, et cetera. |
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AWARDS

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|-------------------------------------|---|
| 2020 | Promising Student Startup Team 300+
<i>Korea Entrepreneurship Foundation</i> <ul style="list-style-type: none">• Participated with university club members and Ranked 7th out of 300 teams.• Completed a course of crowd funding simulation, IR pitching, et cetera. |
| 2021
<i>2nd Award</i> | Data Hackathon for Artificial Intelligence
<i>National Information Society Agency</i> <ul style="list-style-type: none">• Developed a deep learning-based predictive marketing model with SNS data.• Mentored 9 middle school students on the R&E project. |
| 2021 | Commendation Award for Intellectual Property Development
<i>Ulsan Metropolitan City Hall</i> <ul style="list-style-type: none">• Contributed to the science and technology culture for educational programs.• Nominated by foundation for industry cooperation of university of ulsan. |
| 2022
<i>3rd Award</i> | University Startup Contest
<i>Kyungsang Ilbo</i> <ul style="list-style-type: none">• Participated as K-STEAM Co., Ltd and Displayed an exhibition booth. |
| 2023
<i>2nd Award</i> | Data Hackathon for MOIS Disaster and Safety Platform
<i>National Disaster Management Research Institute</i> <ul style="list-style-type: none">• Developed a reward system for public reports as mobile app with React Native. |
| 2023
<i>1st Award</i> | Startup Idea Contest for Ulsan Regional University
<i>Ulsan Center for Creative Economy & Innovation</i> <ul style="list-style-type: none">• Participated with members of DNU Co., Ltd as a university representative. |