

Jungwoo Kim

SOFTWARE ENGINEER

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"I either win or learn."

Summary

Highly motivated and self-driven professional with 5 years of experience in IT services such as B2B Services, Game, Social Media Platforms, etc. Skilled in Backend Systems, with developing product features, database, infrastructure, CI/CD, and live operations. Strong communicator with excellent leadership and problem-solving abilities. Seeking new opportunities to leverage skills and drive growth for a dynamic organization.

Work Experience

Skelter Labs Co.

PRODUCT ENGINEER

- Developed AI Products

Seoul, S.Korea · Hybrid

Apr. 2023 - Present

GREEN LABS Co.

SOFTWARE ENGINEER · ENGINEERING MANAGER

- Developed and maintained highly efficient and scalable backend servers for web and mobile applications, utilizing GraphQL with Relay, Clojure, Polyolith, MySQL, Redis, and DynamoDB.
- Implemented productive and clean code architecture, internalizing apps to consider languages and regions.
- Developed GraphQL APIs for various functionalities including social logins, email logins, timeline, nested comments, etc.
- Led two Clojure bootcamps as a leader.
- Served as an engineering manager for 8 months, supporting and mentoring junior engineers and solving product problems in collaboration with product owners.

Seoul, S.Korea · Hybrid

Nov. 2021 - Feb. 2023

Pluto, Inc.

SOFTWARE ENGINEER

- Modularized Python code for analyzing academic papers.
- Maintained an ETL pipeline using Databricks, Data Factory on Spark, and Microsoft Azure.

Seoul, S.Korea

May. 2021 - Nov. 2021

BagelCode, Inc.

SOFTWARE ENGINEER

- Migrated an old infrastructure (AWS EC2 + Kops) to Fargate on EKS, which is a manageable and containerized infrastructure utilizing Infrastructure as Code (IaC) tools such as Terraform.
- Implemented game logic API microservices using Typescript + Node.js.
- Developed admin UI pages using Typescript + React.js.
- Designed new game features and architectures.
- Resolved technical debt such as migrating Kops to Fargate on EKS, designing pub/sub, and adopting test-driven development.
- Stabilized the game server and reduced the number of on-call incidents from once a week to once a quarter.
- Worked remotely and collaborated with a multinational team in Seoul, London, and Israel.

Seoul, S.Korea · Hybrid

July. 2020 - April. 2021

RealityReflection Co.

SOFTWARE ENGINEER

- Implemented microservice-based game architecture using Typescript and Node.js.
- Designed and developed API servers for various functionalities including user login, reward system, friend invitations, daily bonus, push notifications using OneSignal, AI bot, matchmaking server, and several mini-game servers.
- Established a scalable and reliable service infrastructure using Docker containers, GCP CodeBuild, Cloud Storage, and GKE with a focus on high availability, fault tolerance, and auto-scaling.
- Configured fault-tolerant RabbitMQ clustering on GCE.
- Constructed a data pipeline utilizing StackDriver and BigQuery.

Seoul, S.Korea

May. 2019 - May. 2020

EXEM, Inc.

SOFTWARE ENGINEER

- Conducted research in the field of Machine Learning and Deep Learning for time-series data analysis.
- Designed and implemented anomaly detection algorithms using K-means clustering and rolling median methods.
- Built causality models to identify root causes using Granger Causality analysis.

Seoul, S.Korea

July. 2017 - Mar. 2019

Joon, LLC dba AJIN USA

PRODUCT ENGINEER INTERN

Alabama, US State

Sep. 2012 - Jan. 2013

- Implemented an efficient ordering system to align supply and demand between departments.
- Conducted a thorough review of factory production plans and effectively managed production.

Honors & Awards

INTERNATIONAL

2022 **Round 1**, Google CodeJam

Online

2021 **Round 1**, Google CodeJam

Online

2020 **Round 1**, Google CodeJam

Online

Education

POSTECH(Pohang University of Science and Technology)

Pohang, S.Korea

B.E. IN INDUSTRIAL AND MANAGEMENT ENGINEERING

Mar. 2010 - Feb. 2017

- Received a 4-year scholarship award.

HKUST(The Hong Kong University of Science and Technology)

HongKong

ENGINEERING/INDUSTRIAL MANAGEMENT

Feb. 2016 - May. 2016

- POSTECH Semester Exchange Program

Skills

Back-end Express.js, Flask, REST API, GraphQL with Relay, WebSocket, RabbitMQ

Front-end React, HTML5

DevOps AWS, GCP, Azure, Docker, Kubernetes, Terraform, Jenkins

Database MySQL, DynamoDB, Couchbase, CosmosDB, Redis, BigQuery

Data Science Pandas, Numpy, Sklearn

Data Engineering Python, Scala, Spark

Version Control Git, Github, Gitlab, Bitbucket

Programming Clojure, Node.js, Typescript, Python, JAVA

Languages Korean, English

Extracurricular Activity

POVI (POSTECH Venture Internship)

Seoul, S.Korea

MANAGER

Nov. 2015 - Dec. 2017

- Facilitated matchmaking between student job seekers and company internship opportunities.
- Assessed company needs and student expectations to drive successful placements.

Korea Army

S.Korea

CORPS OF ENGINEER

Feb. 2014 - Nov. 2015

- Completed military service obligation.