

Chanwoong Kim

Contact

- @ me@chanwoong.kim

Links

-  <https://github.com/kexplo/>
-  <https://www.linkedin.com/in/chanwoong-kim/>

Interests

- AI-driven service development and productization
- MLOps and scalable back-end system engineering
- DevOps and Automation
- To improve team efficiency and productivity

Skills

AI/LLM Development

LLM application development, prompt engineering, LLM observability & monitoring

Programming Languages

Python, Go, C#, C++, Bash, JavaScript

Software Engineering

Linux, Kubernetes, Infrastructure as Code, RDBMS, NoSQL, Redis, etcd, gRPC, REST, React, AWS, CI/CD

Work experience

Software Engineer

Global AI Platform

2024-04 – present

Designed and developed Aster, an AI-based assistant that enhances productivity in daily life.

- Built scalable back-end services to support AI-driven features and integrations.
- Engineered and refined prompts for LLM applications to address diverse user problems, and integrated prompts with back-end services.
- Rapidly prototyped and validated full-stack prototypes (FE, BE, LLM) to accelerate iteration and feature validation.
- Instrumented and monitored LLM traces to measure latency, analyze performance, and identify optimization opportunities.

Software Engineering Manager
[NAVER](#) / CLOVA and [NAVER Cloud](#)

2020-09 – 2024-04

Led a team of 5 MLOps engineers, providing technical leadership and guidance.

- Designed and developed an ML research platform and operate a large-scale GPU HPC cluster with a focus on efficient GPU resource management.
- Designed and developed a systematic process to enhance the efficiency and productivity of the large-scale language model production workflow.
- Designed a unified ML research platform for the entire company.

Developed NSML which is an ML research platform.

Developed and maintained CLOVA Interface Connect platform.

Game Server Engineer
[NEXON Korea](#) / devCAT Studio

2019-11 – 2020-07

Developed Mobile MMORPG server for “Mabinogi Mobile.”

- Designed distributed game server architectures
- Designed and implemented CI/CD pipelines
- Automated cloud infrastructure using Terraform

Game Server Engineer & Back-end Engineer
[NEXON Korea](#) / What! Studio

2014-11 – 2019-10

Developed Mobile MMORPG servers for “Durango: Wild Lands.”

- Developed distributed game servers
- Designed and developed chat service and payment service on the distributed architecture
- Managed a back-end engineering team of about seven peoples for almost two years
- Designed and developed monitoring and alert system using Prometheus, Telegraf and Grafana
- Maintained and developed log analytics system using Elasticsearch, Fluentd and Kibana
- Automated cloud infrastructure using Ansible, Terraform as IaC
- Familiar with AWS such as EC2, IAM, VPC and S3
- Designed and developed i18n and l10n systems for game servers and clients. It focused on Korean language properties
- Optimized CI/CD Pipelines
- Taught Git in the team
- Developed game client (Unity3d) and in-house tools

**Software Engineer
Incourage, Mobilfactory**

2014-04 – 2014-10

Developed mobile puzzle game. Developed the game client, mobile platform integration. Designed and implemented i18n system and tool.

CTO, Software Engineer

Guarneri Studio

2011-08 – 2014-03

Developed a strategy game “Tri-Korean Empires.” Designed and implemented all of the software, including game server, game client, game launcher, web forum and payment system

Presentations (Korean)

[How programmers manage assets](#) at NDC 2019

A lightning talk(five minutes session of a free topic). Introduce to my toy project for asset management

[Server management and deployment in Durango](#) at NDC 2018

Introduce IaC, DevOps cases of Durango project

[What! Studio’s service department](#) at NDC 2017

Introduce what the service department does

[Find my cell phone](#) at NDC 2016

A lightning talk. Introduce to my toy project that found and tracked my lost cell phone

[Effective Git](#) at NDC 2016

Introduce advanced Git techniques

[Give new energy to groupware](#) at NDC 2015

A story about upgrade in-house groupware

[Tri-Korean Empires](#) at KGC 2014

A story of Tri-Korean Empires project development and postmortem

Education

Korea National Open University, B.S. in Computer Science — 2020

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