

Joonho (Matthew) Moon

SOFTWARE ENGINEER · US PERMANENT RESIDENT

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Work Experience

Line Friends

Seoul, South Korea

SOFTWARE ENGINEER

Nov 2021 - Feb 2024

- Designed and implemented API endpoints for web apps using the Go Gin framework, delivering exclusive benefits to NFT holders, such as ERC-1155 token-based metadata and image updates
- Reduced average response time by 15% by implementing gRPC protocols and refactoring ongoing services
- Developed and executed a chain migration service for 10,000 NFTs from the Solana to the Ethereum network
- Modeled data taxonomy for 20+ Amplitude Tags to be integrated into the Line Friends Taiwan Online Store
- Improved token transfer time by 86% by developing an automated tool between 1,100+ crypto wallets and FTX
- Spearheaded the OOO & mates NFT Project from inception, achieving the #1 ranking for most traded NFT collection in the 'last 24 hours' section on OpenSea and Magic Eden post-launch
- Aggregated over 20,000 members for the NFT project's Discord server, contributing to community management

Dopamint (Acquired by Line Friends)

Seoul, South Korea

CO-FOUNDER

May 2021 - Nov 2021

- Selected as one of the 12 finalist teams from 1,093 applicants for the 10th Chung Ju-yung Startup Competition
- Spearheaded the creation of a dynamic web application for hosting marketing campaigns, enabling subscribed users to claim tokens through NFT distributions
- Developed the initial microservices infrastructure on AWS, incorporating automated CI/CD, backend services using Go Echo and Node.js Express frameworks, and a responsive frontend with Next.js and Typescript
- Secured 10 clients conditional on launch and led recruitment efforts, expanding the team from 3 to 12

LOVO

Berkeley, CA

SOFTWARE ENGINEER

Dec 2020 - May 2021

- Optimized ML operation time by 60% by implementing an ML workflow gateway using the Flask framework and automating the training and inference of each ML model with AWS Simple Queue Service
- Improved text-to-speech mean opinion score by 25% by designing a text data sampling algorithm for ML training
- Increased the rejection rate of inadequate samples by 70% by developing an audio sample evaluation algorithm
- Designed and launched a quality assurance service on Flask framework, with automated CI/CD

CME Group

New York, NY

SOFTWARE ENGINEER INTERN

May 2020 - Aug 2020

- Reduced end-to-end Java version upgrade time by 15% by streamlining the process triggered by Jira using Python
- Implemented real-time upgrade notifications through automated email systems using Python and HTML

Education

University of California, Berkeley

Berkeley, CA

B.A. COMPUTER SCIENCE, COLLEGE OF LETTERS AND SCIENCE

Aug 2015 - May 2021

- **Coursework:** Operating Systems, Algorithms, Computer Security, Artificial Intelligence, Data Science, Machine Structures, Data Structures, Discrete Mathematics, Linear Algebra, Multivariable Calculus

Skills

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|--------------------|---|
| Programming | Go, Python, Typescript, Java, C++, SQL, Solidity |
| Backend | REST API, gRPC, Echo, Gin, FastAPI, Flask, Node.js, Express |
| Frontend | Next.js, React, Redux, HTML5/CSS, Bootstrap, JSON |
| DevOps | AWS, Docker, CI/CD, Vercel, Git |