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Seoul, 06776, South Korea

# DANIEL SOOHWAN KIM

NATIONALITY: CANADA

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## PROFESSIONAL EXPERIENCE

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<b>Full-Stack Software Engineer</b>	<b>eBay Korea Inc.</b>	<b>December 2014 – Current</b>
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- Analyzed, designed, and implemented enterprise applications using **C#.net**, **MSSQL**, **SOA**, **MSA**, **JavaScript** frameworks, and database technologies in Escrow Engineering Division.
- Software development experience within one of the world's biggest e-commerce platform Gmarket.
- Mobile cancel/return/exchange systems: integrated React and redux for frontend client and designed **backend system** in accordance with Service-Oriented Architecture (SOA) and **RESTful APIs** in C#.net.
- *Proactively* researched, architected, and implemented an automated payment analytics system that flexibly processes, integrates, and visualizes data, sends SMS at critical moments, and reports them on dashboards.
- Real-time shipping tracking system: capable of tracking shipping status, detecting and instantly notifying system congestion, flaw, or failure. Further improved its performance by denormalizing and tuning (35%).
- Fintech: implemented offline payment system New Smile Pay; attached Alipay within Gmarket's escrow platform.
- Heightened security of electronic transactions, strengthened system stability, extensively built scalable systems, aggressively pioneered into new or inexperienced technologies, and provided team APIs to third parties.
- Actively participated in discussing, effectively designing and implementing multiple high-volume SOA projects.

<b>Software Engineer, Intern</b>	<b>NCSoft Corp.</b>	<b>July 2014 – August 2014</b>
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Unannounced Mobile Game Project

- Developed gameplay systems such as NPC's Artificial Intelligence, User Interface, and Task Progress Bar.
- Integrated an automated build and deployment system using Jenkins integration tool.

<b>Software Engineer, Contract (Tokyo)</b>	<b>Cyberstep, Inc</b>	<b>June 2013 – December 2013</b>
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Combat Bots Cosmic Commander (*Mobile Real-Time Strategy Game*)

- Server-side: implemented multiplayer mode including PVP battle system and player matching algorithm.
- Client-side: implemented character skills, stages, dailies, achievements, player controls, and animation.

## EDUCATION

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<b>Pittsburgh, PA</b>	<b>Carnegie Mellon University</b>	<b>Fall 2007 – December 2010</b>
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- Bachelor of Science in Electrical and Computer Engineering, December 2010.
- Undergraduate Coursework: Programming Languages; Algorithms; Computer Systems; Data Structures; Computer Engineering; Calculus III; Differential Equations; Signals & Systems; Statistics; Japanese Language.
- Dean's List: Fall 2008, Fall 2009

## STRENGTHS & TRAITS

- **Master debugger**; fast learner; self-motivator; strong sense of ownership; advocate of best engineering practices.
- **Languages**: English, Korean, Japanese – *All professional proficiency or above*
- **Nationality: Canada**, eligible to work in the US with TN visa. Willing to travel to the US for onsite interviews.

## TECHNICAL EXPERIENCE

### Projects

- **SPIKE** (2013). Planned, designed, and developed the award-winning action puzzle game SPIKE.<sup>1</sup>

### CERTIFICATES AND AWARDS

- **Data Processing Technician**: Nationally administered and acknowledged IT Certificate in Japan (Pass Rate: 22.5%)<sup>2</sup>
- **Bronze Prize, Game Development Fest., Tokyo**: Awarded 4<sup>th</sup> prize for the action game Spike (out of 120 projects)<sup>1</sup>
- **Certificate of Japanese Language Proficiency N1**: Highest level Japanese proficiency certificate (Pass Rate: 24.1%)<sup>3</sup>

### SKILLS

- **C#**; **MSSQL**; **.net MVC**; **LINQ**; **JavaScript**; **Java**; **NodeJS**; **AngularJS**; **React**; **Redux**; **C++**; **C**; **ActionScript3**; **HTML**; **CSS**
- **Visual Studio**; **Microsoft SQL Server**; **Eclipse**; **Git Extension**; **JIRA**; **Jenkins**

<sup>1</sup><https://www.youtube.com/watch?v=6flkMNj9hvA>

<sup>2</sup>[http://www.jitec.ipa.go.jp/1\\_07toukei/oubosya\\_ruikei.pdf](http://www.jitec.ipa.go.jp/1_07toukei/oubosya_ruikei.pdf)

<sup>3</sup><http://www.jlpt.jp/e/statistics/archive/201202.html>