

Soojeong Shin

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EXPERIENCE

U2medtek

Jan 2023 – Present

Android Engineer

Seoul, South Korea

- Develop SweetAI, an AI-based blood glucose prediction app, from scratch in close collaboration with a backend engineer. Recognized as the top project in the G-Star Dreamers Program (\$37K award), selected for POSCO–POSTECH CES 2024, and enabled joint commercialization with Pulmuone and KMI, contributing to securing a \$750K investment from Kakao.
- Build a Blood Glucose & Weight Management app integrated with continuous glucose monitoring devices, integrating 100+ RESTful APIs, a body fat scale SDK, Doing Lab's FoodLens SDK, and social logins (Naver, Kakao, Google).
- Develop a tablet app connecting to medical examination equipment via socket communication, enabling reliable offline-first data processing and device connectivity.
- Jetpack Compose, Kotlin Coroutines, Flow, Dagger Hilt, Coil, Room, Retrofit, WorkManager, MVVM, Firebase Remote Config.

99 Group

May 2022 – Dec 2022

Android Engineer

Singapore

- Implemented Smart Video Phase 1 features for the [99.co Singapore app](#), enabling video insertion, rearrangement, and AI voice/background music customization.
- Improved Agent tools, developed a new project detail page with APIs, migrated RxJava to coroutines, replaced deprecated APIs, added tracking, and used Figma design tool. Communicated with product managers, designers, backend/iOS engineers, and QA teams following Agile Scrum methodology.
- Utilized Kotlin, View Binding, LiveData, Retrofit, and Clean Architecture to deliver maintainable and scalable features.

Razer Inc.

Mar 2020 – Apr 2022

Software Engineer

Singapore

- Developed and maintained multiple Android apps, including [Audio](#), [Streaming](#), and Zephyr, building and refining custom UI components, animations, and responsive layouts from Sympli design tool.
- Integrated UI into MVP/MVVM architecture using Kotlin, Navigation, View Binding, LiveData, and Room, and conducted feature testing across various Android devices to ensure UI/UX consistency.
- Collaborated with UX designers, backend engineers, and QA team to resolve bugs and improve performance, and maintain app quality.
- Participated in pair programming and code reviews and contributed to additional internal Android apps (not published), focusing on new features and maintenance.

ADDITIONAL INFORMATION

- **Technical Skills:** Kotlin, Java, Android SDK, Jetpack Compose, MVVM, Coroutines, Flow, Room, Retrofit, Dagger Hilt, WorkManger, Firebase, Git, Jira, Figma
- **Certifications:** Android Developer Nanodegree, Udacity (June 2018 – Dec 2018)
- **Additional:** Python (*intermediate*), Gradle (*intermediate*), C++ (*basic*)
- **Languages:** English (*professional working proficiency*), Korean (*native*)

PROJECTS

- Guardian News Feed (Google Play Store, Apr 2019 – Mar 2021) | Provided users with news and podcasts. Built with Java, Kotlin, Android Architecture Components, Glide, ExoPlayer, Firebase. Achieved 2.5k+ downloads, 3.96 rating, 99% crash-free sessions.
- Popular Movies (Google Play Store, June 2019 – Jan 2021) | Fetched movie data from the TMDB API, built with Kotlin, Java, Retrofit, Paging Library, LiveData, Room, MVVM. Achieved 5k+ downloads.

EDUCATION

Pusan National University

Mar 2005 – Feb 2010

BSE, Nanomaterials Engineering

Busan, South Korea