

# WON RHIM

## SOFTWARE ENGINEER

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<https://github.com/wwrk22> 703-894-7424 [wwrk22@gmail.com](mailto:wwrk22@gmail.com)

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### EDUCATION

**George Mason University** May 2020

B.S. in Computer Science

**Virginia Commonwealth University** May 2014

B.S. in Biology

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### EMPLOYMENT

**Software Engineer** Hughes Nov 2020 – Nov 2022

- Developed a satellite network resource-handling application with a microservices architecture in **C++**, primarily using **Boost** libraries, maintained using **Git** and **CI/CD** on **Jenkins** with deployment via **Kubernetes**.
- Designed and built two microservices from the ground up with reusable inter-service **Protobuf** message receiver/handler.
- Co-led integration of microservices at a multi-team level using **Helm** for deployment and versioning.
- Created a proof-of-concept that integrated **Redis** into an existing microservice with an open source library which led to the usage of Redis within the whole architecture.

**Teaching Assistant** George Mason University Jan 2019 – May 2019

- Monitored online learning platform to guide students with projects, and answer questions about foundational Computer Science data structures (course name CS 310 Data Structures).

**Software Engineer Intern** Fraunhofer CESE May 2018 – Oct 2018

- Developed a mobile gaming app for the University of Maryland's College of Medicine, Pharmacy, and Nursing students to study pathogens and their diseases.
  - Designed and developed data models that represent pathogens, and created **REST API** endpoints for database access with **Django**.
  - Proto-typed mobile UI with **React Native** to provide a basis for future work.
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### PROJECTS

**Zen Investing** Nov 2023 - Present

<https://github.com/wwrk22/zen-investing>

- Work-in-progress web application created for the purpose of researching public companies to make personal investment decisions made with **Ruby on Rails** and deployed on **Heroku**.
- Provides certain business metrics such as return-on-invested-capital with financial data retrieved from the SEC's EDGAR API.

**Mastermind** March 2023

<https://github.com/wwrk22/mastermind>

- The game of Mastermind on the command line, built with **Ruby** and **RSpec** for the purpose of learning **TDD** and **refactoring** basics.