

Yooseok Jeong

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Summary

Software Engineer who enjoys creating visible results. Aim to create meaningful user experiences through technology and deliver social value.

Experience

HR Manager, Hyperithm – Seoul, South Korea June 2025 – Aug 2025

- Organized cultural events, built feedback systems, and streamlined communication channels to enhance engagement.
- Formalized culture guidelines and workplace policies to improve operational efficiency.

Lead Engineer (KEX Cell), Hyperithm – Seoul, South Korea Sept 2020 – May 2025

- Developed a high-frequency trading (**HFT**) system in **Rust**, significantly improving operational efficiency.
- Built a **Python**-based trading framework that enabled strategy developers to focus solely on business logic; standardized market data and execution, implemented robust error handling and logging, and added graceful shutdown, improving reliability and reducing operational overhead.
- Created market data and execution services integrating over 20 **CEX/DEX** venues, applying unified schemas, rate limiting, and automatic retries.
- Developed a Slack-integrated trading system management service.
- Developed and deployed multiple trading algorithms (details confidential).
- Developed a deep learning-based trading system and strategy.
- Maintained and improved the internal accounting system.
- Tech: **Rust**, **Python**, TypeScript, TensorFlow, PyTorch

Research Intern, Morpheus – Seoul, South Korea Mar 2020 – Aug 2020

- Developed a multi-view diffusion 3D generation system.
- Developed a light stage 3D scanning system.
- Tech: **Python**, C++, OpenCV

Undergraduate Intern, Seoul National University, Quantum Information and Quantum Computing Research Lab (Prof. Tae-Hyeon Kim) – Seoul, South Korea Feb 2019 – Aug 2019

- Researched quantum algorithms.
- Researched the Qiskit quantum computing library.

Research Intern, Morpheus – Seoul, South Korea June 2018 – Aug 2018

- Developed a face landmark detection model.
- Tech: **Python**, TensorFlow, PyTorch

Projects

CultureInfra Mar 2023 – July 2025

Designed and developed interactive systems for live performances and exhibitions.

- Developed an interactive art program for G-DRAGON MEDIA EXHIBITION: Übermensch.
- Developed an RFID interactive lighting system for festivals.
- Developed an interactive art program for IU MEDIA ART EXHIBITION: Moment.
- Tech: **Python**, TypeScript, Unity

CoDevMap Sept 2024 – Feb 2025

- Developed a project-based coding education platform.

KAIST Science Hub Mar 2024 – Sept 2024

Developed a collaborative science exhibition at Lotte Department Store.

- Built a robotic arm system that draws human faces.
- Implemented motion control and an image processing pipeline.
- Tech: **Python**, C++, OpenCV, Arduino

EthSeoul 2023 Hackathon - ChainFeed June 2023 – June 2023

- Developed a social network based on **DEX** activities using GraphQL.

Seoul National University, LG Employee-sponsored AI Class TA

Jan 2019 – Feb 2019

- Designed assignments and projects; performed TA activities

Privatenote

Jan 2017 – Apr 2017

- Developed math and computer science education content, recorded video lectures

Skills

Programming: Python, Rust, TypeScript, C

AI/ML: TensorFlow, PyTorch

Web/Backend: Node.js, Next.js, FastAPI

Computer Vision: OpenCV

Other: Competitive Programming

Education

Seoul National University, BS in Computer Science – Seoul, South Korea

Mar 2017 – Feb 2025

- GPA: 3.65/4.30

Seoul Science High School, Specialized in Mathematics, Computer Science – Seoul, South Korea

Mar 2014 – Feb 2017

- GPA: 4.07/4.30

Awards

- EthSeoul 2023 Hackathon - TheGraph 2nd Prize
- SCPC (Samsung Collegiate Programming Cup) 2021 - 5th Prize
- SNUPC (Seoul National University Programming Contest) 2018 - Division 2 - 1st Prize
- FKMO (Korean Mathematical Olympiad Final Round) 2015 - Honorable Mention
- KMO (Korean Mathematical Olympiad) 2014 - Silver Medal