

Jungwoo Kim

SOFTWARE ENGINEER

Seoul, Republic of Korea

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"I either win or learn."

Summary

Dynamic and self-driven software engineer with 7 years of diverse experience in IT services, including B2B services, gaming, social media platforms, and AI products. Proficient in back-end systems, database management, infrastructure, CI/CD, and live operations. Demonstrated ability to lead teams, solve complex problems, and drive product development. Seeking to leverage technical expertise and leadership skills to contribute to a forward-thinking organization.

Work Experience

Skelter Labs Co.

Seoul, S.Korea · Hybrid

SENIOR SOFTWARE ENGINEER

Apr. 2023 - Present

- Developed a cutting-edge streaming AI product using LLM and RAG.
- Maintained a large, complex codebase with a 76GB monorepo architecture under Bazel and Kubernetes, ensuring scalability and maintainability.
- Utilized React, TypeScript, Node.js, and Nest.js for web services, and Python with gRPC for machine learning engines.
- Enhanced developer productivity, reducing build times from an average of 60 minutes to 15 minutes (75% reduction)
- Switched js/ts formatter for productivity, increasing code linting and formatting efficiency by 30x.

GREEN LABS Co.

Seoul, S.Korea · Hybrid

SOFTWARE ENGINEER · ENGINEERING MANAGER

Nov. 2021 - Feb. 2023

- Developed and maintained highly efficient backend servers for web and mobile applications using GraphQL with Relay, Clojure, Polyolith, MySQL, Redis, and DynamoDB.
- Implemented productive and clean code architecture, internalizing apps to consider languages and regions.
- Developed GraphQL APIs for various functionalities including social logins, email logins, timeline, nested comments, etc.
- Led two Clojure bootcamps as a leader.
- Served as an engineering manager for 8 months, supporting and mentoring junior engineers and solving product problems in collaboration with product owners.
- Successfully managed an engineer under a performance improvement plan (PIP); after 6 months of mentorship, the engineer achieved a mid-point evaluation, demonstrating significant improvement in performance and productivity.

Pluto, Inc.

Seoul, S.Korea

SOFTWARE ENGINEER

May. 2021 - Nov. 2021

- Utilized PySpark for the analysis of academic papers, improving data processing efficiency and accuracy.
- Modularized Python code for analyzing academic papers.
- Maintained an ETL pipeline using Databricks, Data Factory on Spark, and Microsoft Azure.
- Developed scalable data processing workflows, enabling the handling of large datasets and complex transformations.

BagelCode, Inc.

Seoul, S.Korea · Hybrid

SOFTWARE ENGINEER

July. 2020 - April. 2021

- Migrated an old infrastructure (AWS EC2 + Kops) to Fargate on EKS, which is a manageable and containerized infrastructure utilizing Infrastructure as Code (IaC) tools such as Terraform.
- Implemented game logic API microservices using Typescript + Node.js.
- Developed admin UI pages using Typescript + React.js.
- Designed new game features and architectures.
- Resolved technical debt such as migrating Kops to Fargate on EKS, designing pub/sub, and adopting test-driven development.
- Stabilized the game server and reduced the number of on-call incidents from once a week to once a quarter.
- Worked remotely and collaborated with a multinational team in Seoul, London, and Israel.

RealityReflection Co.

Seoul, S.Korea

SOFTWARE ENGINEER

May. 2019 - May. 2020

- Implemented microservice-based game architecture using Typescript and Node.js.
- Designed and developed API servers for various functionalities including user login, reward system, friend invitations, daily bonus, push notifications using OneSignal, AI bot, matchmaking server, and several mini-game servers.
- Established a scalable and reliable service infrastructure using Docker containers, GCP CodeBuild, Cloud Storage, and GKE with a focus on high availability, fault tolerance, and auto-scaling.
- Configured fault-tolerant RabbitMQ clustering on GCE.
- Constructed a data pipeline utilizing StackDriver and BigQuery.

EXEM, Inc.

SOFTWARE ENGINEER

Seoul, S.Korea
July. 2017 - Mar. 2019

- Conducted research in the field of Machine Learning and Deep Learning for time-series data analysis.
- Designed and implemented anomaly detection algorithms using K-means clustering and rolling median methods.
- Built causality models to identify root causes using Granger Causality analysis.

Honors & Awards

INTERNATIONAL

- | | | |
|------|---------------------------------|--------|
| 2022 | Round 1 , Google CodeJam | Online |
| 2021 | Round 1 , Google CodeJam | Online |
| 2020 | Round 1 , Google CodeJam | Online |

Education

POSTECH(Pohang University of Science and Technology)

Pohang, S.Korea
Mar. 2010 - Feb. 2017

B.E. IN INDUSTRIAL AND MANAGEMENT ENGINEERING

- Graduated from the top-ranked university in South Korea.
- Received four years scholarship award.
- Took a break from studies from 2014 to 2015 to complete mandatory military service, demonstrating discipline, leadership, and teamwork.

HKUST(The Hong Kong University of Science and Technology)

HongKong
Feb. 2016 - May. 2016

ENGINERRING/INDUSTRIAL MANAGEMENT

- POSTECH Semester Exchange Program

Skills

Back-end	REST, gRPC, GraphQL with Relay, WebSocket, RabbitMQ
Front-end	React, Next.js, Phoenix Liveview, HTML5
DevOps	AWS, GCP, Azure, Docker, Kubernetes, Terraform, Jenkins, Buildkite
Database	MySQL, MongoDB, DynamoDB, PostgreSQL, Couchbase, CosmosDB, Redis, BigQuery
Data Engineering	Python, Scala, Spark
Version Control	Git, Github, Gerrit, Gitlab, Bitbucket
Programming Languages	Node.js, Typescript, Javascript, Python, Clojure, Elixir, Java, C++ Korean, English

Extracurricular Activity

POVI (POSTECH Venture Internship)

Seoul, S.Korea
Nov. 2015 - Dec. 2017

MANAGER

- Facilitated matchmaking between student job seekers and company internship opportunities.
- Assessed company needs and student expectations to drive successful placements.

Korea Army

S.Korea
Feb. 2014 - Nov. 2015

CORPS OF ENGINEER

- Completed military service obligation.