Jaeyong Shim

✉ hello@beerjoa.dev | 🔗 linkedin.com/in/beerjoa | ◯ github.com/beerjoa | ☁ blog.beerjoa.dev

SKILLS SUMMARY

- 3+ years of work experience in **back-end** and **full-stack developments**
- Expert in building a scalable and maintainable solution with **Python** and **Typescript**
- Excel at designing and constructing automation for man-powered tasks using **Python**, **Bash** and **CI/CD Tools**
- Experienced in collaborating with other departments to complete a large-scale project for live service games
- Prefer to analyze problems from multiple perspectives and make data-driven decisions with proof of concept
- Passionate about exploring diverse problem-solving approaches beyond narrow boundaries

PROFESSIONAL EXPERIENCE

Software Developer   **April 2021 – May 2023**
WEBZEN Inc.   **Seongnam, South Korea**

- Designed and built a monitoring system that utilized server performance and resource usage metric measurement **to operate live services stably**
- Designed and implemented a backend server **to handle incoming alert messages from Grafana and facilitate notification delivery, which managed failure detection and response**
- Developed and maintained a user-friendly admin website **to provide game administrators with intuitive tools for managing game operations**

Back-End Developer   **March 2020 - March 2021**
Assetplus Investment Management Co., Ltd.   **Seongnam, South Korea**

- Implemented and Developed backend servers for an **app focused on personal investment portfolios** using Flask, MariaDB, Nginx, and Docker
- Migrated on-premises infrastructure **to the AWS, leveraging its scalability, reliability, and cost-efficiency**

ACHIEVEMENTS

- Created a game management system that efficiently handles live games and users using Nuxt.js. Significantly reduced the need for manual tasks, **saving 10 hours per week**
- Developed and implemented permission management logic for game services and user roles **to perform each service operation safely**
- Developed a scheduler server utilizing Node.js and Redis, which **boosted job execution efficiency by 50%** and **reduced server load by 30%**
- Implemented Docker containerization, **reduced deployment time by 60%**. This led to more efficient and **reliable deployment procedures**
- Built a system to monitor server performance, resource utilization, and application metrics, resulting in **real-time data collection** and **analysis of metrics for 300+ servers**
- Developed, maintained and automated CI/CD pipeline for code deployment using Jenkins, Docker and bash shell, **reducing person-hours work by 70%**

PROJECTS

WYDT - Personal Schedule Sharing Platform link   **November 2024 – Present**

- Developed a **minimalist daily schedule sharing platform** using **Next.js 14**, **TypeScript**, and **Supabase**, implementing **server-side rendering for optimal performance**
- Architected a clean and maintainable codebase using **React Query for efficient server state management** and **Zustand for client-side state management**, with **real-time schedule updates**

PLGD - Personal Project Portfolio link   **February 2024 – Present**

- Built a **modern portfolio platform** using **React 18**, **TypeScript**, and **Vite**, implementing a **modular architecture** with clean code principles and custom design
- Developed a **responsive** and **accessible UI** with **Tailwind CSS**, featuring dark mode support and **optimized performance through code splitting and lazy loading**

EDUCATION

Bachelor of Engineering in Information Communication Engineering
Hankuk University of Foreign Studies • Yong-in, South Korea • March 2010 - February 2020