HYOUNKYOUNG (Jimmy) Moon

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Summary

I am involved in the development of various types of web applications with cutting-edge technologies and has created many types of applications, engines, and solutions on various platforms. Professional hands-on experience with full ownership of the project to create clean, maintainable code and timely resolution of issue and problems. As a self-starter always eager to learn new skills and perspectives, contributing and maintaining open source projects, hosting and participating in many conferences and gatherings locally as a host and Google Developer Expert.

Techinical Qualifications

- Front-end web development, HTML, CSS, Javascript, Typescript, C/C++/Rust for WebAssembly, Web Capability and Modern Web Libraries/Framework like State management, React, Vuew Nextjs
- System development: Rust, Go, Node.js and shell scripts
- IoT Solution Engineer, Arduino, Raspberry Pi and more
- Embedded Multimedia Solution Engineer
- Massive-scale Server/Network Application development
- Network Protocol development

Professional Experiences

- Software Engineer at Riiid, Oct 2021 ~ Present
- Engine and Autosuite Solution Software Engineer at ProtoPie, Jane 2018 - Sep 2021
- Fullstack Software Enginner for ProtoPie Cloud at ProtoPie, Jan 2019 - Jan 2020
- Desktop Application Developer for LINE Bot Designer at ProtoPie, Jane 2018 - Jan 2019
- Open Source Developer at National IT Industry Promotion Agency, Jun 2014 – Jan 2017
- Fullstack IoT Solution Engineer at Cresprit, Jun 2013 – Jul 2014
- Technical Director at Bellybutton Lab, Feb 2012 – Jan 2013
- iOS Engineer, Self-employed at ThatsMe Software, Jun 2009 – Feb 2012
- Embedded Multimedia Solution Engineer at Newport Media, Aug 2006 – Apr 2009
- Game Server Developer at Nowcom Co., Ltd., Apr 2005 –

Jun 2006
- Game Server Developer at Mgame, Apr 2003 – Mar 2005

Projects

- ProtoPie Player Engine, new generation player engine with Google Skia for running multple platforms at ProtoPie
- ProtoPie Connect, server and desktop app for running prototypes across multiple devices at ProtoPie
- ProtoPie Cloud, in charged of ProtoPie Cloud front-end with React at ProtoPie
- Line Bot Designer, desktop app for Line Bot messaging prototyping at ProtoPie
- Nextjs.org, website for Next.js users at Vercel
- Nextjs npm packages, tooling for Nextjs and PWA
- HNPWA with vue and nextjs, PWA guide webapps for hackernews
- Electron npm packages, help node libs for Electron
- Progressive Web App npm packages, tooling for Progressive Web App
- Beacon npm packages, tooling for Beacon
- Chrome app and extension npm packages, tooling and starter kit for Chrome apps and extension
- Yeoman, contributing on Yeoman, Bower, Gulp project as a core member of Yeoman at Yeoman
- Devdogs, Unofficial Devdocs with Electron
- alooh.io, cloud service for IoT including MQTT, customized node.js runtime at Cresprit
- backbon.tv, framework for web based TV application on set-top at Bellybutton Lab
- DVB-H Multimedia Solution, launched DVB-H many services in countries with own solution at Newport Media

- Casual and Board Games, like card games, go, and gamble games at Nowcom and Mgame
- Windows Game Server Engine, with IOCP including database, billing APIs at Nowcom
- Linux Game Server Engine, with epoll/kqueue including database abstact layer APIs at Mgame