




BYOUNG HUN MIN (BRIAN)

SOFTWARE ENGINEER

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LINKS

Website:

<https://brianmin.com>

Github:

<https://github.com/bymi15>

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SKILLS

GO

JAVASCRIPT

JAVA

PYTHON

C / C++

REACT

DJANGO

HTML / CSS

MYSQL

AGILE / SCRUM

DOCKER

KUBERNETES

UNITY

ACTIVITIES

SENIOR PROGRAMMING TUTOR

UCL

Sep 2020 - Apr 2021

PROGRAMMING TUTOR

UCL

Sep 2019 - Apr 2020

IT DIRECTOR

UCL Korean Society

2016-17, 2019-20

WORK EXPERIENCE

AMERICAN EXPRESS

London

Sep 2021 - Present

Technology Graduate Engineer

- Working with event-driven microservices at scale, Go, Kafka, Kubernetes, BDD and automated testing

AMERICAN EXPRESS

London

Jul 2020 - Aug 2020

Summer Intern

- Built a UI module that allows customer care professionals to filter and view supplier information
- Enhanced UX by using predictive search dropdowns and collapsible panels for displaying data retrieved from a backend service
- Implemented infinite scrolling and lazy loading to improve performance and user experience

TOPOLAR

Seoul

Jun 2019 - Sep 2019

Software Developer

- Built a cross-platform application that allows coding instructors to remotely teach students from various academies in Seoul through a group chat that allows real-time screen sharing with remote desktop control access and voice chatting
- Integrated WebRTC and Websockets with React, Electron and RobotJS for real-time screen sharing, remote desktop control and voice chat
- Created a REST API with Django Rest Framework
- Deployed the MVP on an Ubuntu dedicated server with Docker and NGINX

EDUCATION

UNIVERSITY COLLEGE LONDON (UCL)

2015~2021

MEng Computer Science

Graduated with First Class Honours

Interrupted study between 2017~2019 to serve duty in the Republic of Korea Marine Corps

PROJECTS

Open-Source Project
Oct 2020 - Present

react-edit-text

- Created and maintaining an open-source project that provides a lightweight editable text component for React
- 1000+ weekly downloads on NPM
- Used by 140+ on Github

Master's Project
Sep 2020 - Apr 2021

Uniworld

- Built a 3D real-time virtual space platform for university events
- Used Unity, C#, React, Azure, and Serverless NodeJS

Core Features:

- Real-time communication and interaction via animated avatars
- 3D embedded presentation slides
- Customisable environments via 360-degree images and videos

Personal Project
Nov 2020

Job Trackify

- Built and deployed a platform where users can manage and organise job applications, notes, and interview processes in an interactive Kanban board
- Used React, Typescript, Redux, NodeJS, Express and MongoDB
- Open-sourced boilerplate code for the backend stack