

KEVIN SHIN

Website: <https://www.kevin-shin.com>

Github: kevin-shin

Email: kevinshin203@gmail.com

EDUCATION

Macalester College – Saint Paul, MN

B.A. *summa cum laude*, May 2020

Majors: Computer Science, Mathematics, Philosophy

GPA: 3.99/4.00

Recognition: Phi Beta Kappa Honors Society, Scholar All American, MIAC All Conference Academic Award, Wagon Competition Prize in Computer Science

WORK EXPERIENCE

SENIOR SOFTWARE ENGINEER

July 2021–present

Liveramp

New York, NY

- Develops critical features for application enabling secure data collaboration across 600+ destinations, working on APIs which efficiently handle over 1 million daily requests.
- Optimized worker-thread configurations in the team's most utilized API, resulting in a 300% increase in throughput, a 57% faster average UI load time, and achieving a 99.99% uptime while resolving a previously challenging system availability issue.
- Collaborated with DevOps teams to establish development and staging environments for all team applications, formalizing QE release strategies and reducing customer-visible bugs.
- Modularized and restructured application and networking infrastructure, enabling the restoration and recreation of all applications in a repeatable and efficient manner. Our team was among the first to exceed all company-wide business continuity and disaster relief goal metrics.
- Designed and implemented an application that automates routine engineering tasks, eliminating the need for engineers to divert their time to completing one-off task requests. To date, this has saved our team around 700 tasks worth of time.

SOFTWARE ENGINEER CONSULTANT

June 2020–June 2021

Concord

Minneapolis, MN

- Served as a software consultant for a prominent healthcare industry client, gathering requirements and proposing scalable solutions to elevate user experiences via RESTful APIs.
- Modernized the deployment process with an efficient Jenkins continuous deployment pipeline, guaranteeing consistent performance and availability while eliminating the necessity for manual triggers.
- Restructured the core codebase separating immediate HTTP requests from resource-intensive data calculations. This optimization significantly decreased average UI response time and facilitated efficient background processing through a pub-sub architecture.
- Refactored the originally hard-coded SQL statements into ORM-based, object-oriented models, unlocking the use of ActiveRecord syntax and significantly improving testing coverage and system reliability.

SOFTWARE ENGINEER INTERN

February–May 2020

Otrafy

Saint Paul, MN

- Designed an application for converting hard-copy printed documents into manipulable data models, which could be efficiently utilized to populate a customer's profile and other documents.
- Integrated the application with cloud-based machine-learning services (OCR, auto-labeling, classification) to enable and automate data extraction from PDF uploads.
- Developed a suite of Python modules for data cleaning and transformation, resulting in enhanced processing efficiency and model accuracy. This also unlocked the utilization of multiple cloud providers.
- Created a customer-facing web application that allowed the delivery of the backend product as a complete proof-of-concept application to startup investors.

SKILLS AND COURSES

Languages: Python, Typescript, Ruby, C#, Java, JavaScript, C, Terraform, SQL, HTML/CSS

Technologies: Kubernetes, Docker, git, Jenkins, GCP, AWS, Microsoft Azure, .NET Core, React

Databases: Postgres, MySQL, MariaDB, MongoDB

Select Coursework: Software Design and Development, Algorithms, Object Oriented Programming and Data Structures, Programming Languages, Database Management Systems, Computer Systems Organization

Extracurricular Interests: Crossfit, music performance/production, painting