

Yesun Joung

Software Engineer

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Relevant Experience

Software Engineer @ Hearst

August 2021 - Present // Remote

- ▶ Build platforms to provide better online experience for editors, contributors, and readers of Hearst contents, such as car finder on [Car and Driver](#), feature updates on internal taxonomy app, launching new design [feature pages](#), etc.
- ▶ Work with a variety of different languages, frameworks, custom internal microservices, and third-party APIs such React, Vue, NodeJS, NextJS, GraphQL, Lookback3, Travelers API etc.
- ▶ Communicate and collaborate with multi-disciplinary teams of engineers, designers, SEO team, Ads team, and stakeholders on a daily basis

Software Engineer @ McGraw Hill Education

August 2015 - July 2021 // Irvine, CA

- ▶ Developed features for student/teacher interface for [ALEKS](#) products, such as supporting ADA, launching new teacher interface and placement product, etc.
- ▶ Developed Internal translation tool to support the Internationalization and localization
- ▶ Developed Jasmine Unit Test framework to ensure the quality of the codebase
- ▶ Mentored interns and junior software engineers to help them convert interface to responsive to tablets and mobile
- ▶ Developed the GitLab onboarding materials for new hires

Senior Engineer @ Avago Tech. (Currently, Broadcom)

July 2011 - August 2015 // Irvine, CA

- ▶ Developed Automation frameworks and tools to test all of the company products including driver, firmware, and software on various OS platforms
- ▶ Automation frameworks consist of 1) test launchers; 2) test monitors; 3) test results logging and reporting; and 4) test case suites
- ▶ Architected and implemented VMware certification test suits & reporting site
- ▶ Mentored QA engineers and interns to use automation tools for their daily tasks

Research Assistant @ UC Irvine

September 2007 - June 2010 // Irvine, CA

- ▶ Developed Experiential Media Management Environment Project (EMME), which used EXIF data to organize personal media
- ▶ Worked closely with researchers in Computer Science department to develop the user interface and XML metadata preprocess modules using jQuery, XHTML toolkits, and Google Map API

Engineering Staff @ ETRI

January 2001 - June 2007 // Daejeon, Korea

- ▶ Participated as a researcher in [Digital Multimedia Broadcasting](#) (DMB) project, and developed Authoring Tools which is based on MPEG-4 systems using C++ and XML format
- ▶ Developed a SVG data compression codec based on Entropy Coding and contributed to MPEG-4 systems Part 20 standard working group
- ▶ Communicated and collaborated with multi-disciplinary and international working group of engineers and researchers on a daily basis

Skills

Programming Languages

JavaScript (ES6), HTML, CSS/Sass, GraphQL, Python, Perl, Java, C++, C

Libraries & Frameworks

React, Vue, NodeJS, NextJS, Apollo, jQuery, Jasmine, Jest, Loopback3

Tools & Platforms

Git, Heroku, Docker, Kubernetes, Redis, Postgres, MongoDB, MySQL

Design

Figma, Storybook

Education

University of California, Irvine

May 2011 // Irvine, CA

Master of Science in Networked Systems

Korea Advanced Institute of Science and Technology (KAIST)

February 2001 // Korea

Master of Science in Computer Science

Hongik University

February 1998 // Korea

Bachelor of Science in Computer Science

Interests

Swimming, traveling, reading, hiking