TED (YOUNGSOON) LEE

#506 - 3110 Dayanee Springs Blvd, Coquitlam, BC. V3E0B4
(604) 771-8517
youngtip@gmail.com

Summary

Experienced in a developer over 15 years. Passionate, responsible and committed engineer, with a get-it-done, on-time spirit, and more than a decade of experience designing, implementing and adapting technically sophisticated online platform using Golang, Python, Node Js, and more.

 - Design, develop and implement dozens of platform that support day-to-day operations.
 - Task planning and execution through Agile or Waterfall.
 - Develop technical solutions that definitively improve scalability, performance and profits.
 - Plan, develop and implement successful projects from conception to completion.
 - Superior analytical, time management, collaboration and problem-solving skills.
 - Fast learner, Interested in new technologies.

Experience

JUL 2014 - JAN 2018

OGPlanet – online game publishing company, Vancouver – *Senior developer, Team Lead*

- Enhanced and expanded the game publishing platform.
- Created sophisticated, imaginative and efficient back-end solutions for a various system.
- Made technology recommendations that supported optimal construction, maintenance, and performance.
- Increased stability of code base through effective management and tracked of software issues via online bug tracker resulted in multiple issues addressed per week.
- Implemented requirements analysis and developed detailed system architecture definition and design documents.
- Selected Accomplishments.
    - Successfully migrated system from legacy Java system to new system with python, Node Js, Golang.
    - Developed advanced management website to solve user's claims faster and outputted various types of business data reports to get more sales.
- Details.
    - Designed and developed RESTFul API backend system for game, web, and app.
        - Authorization, authentication, coupon, Item delivery system, logging.
        - Python, Golang(Item delivery system)
    - Designed and developed billing(payment) system.
        - Data communication, payment transaction with payment gateway.
            - Xsolla, stripe, paypal, authorize.net, rixty, etc.
        - Python, NodeJs, Golang

- - Designed and developed leaderboard website and BI website.
    - Managed a user, events, game items and claim processing.
    - ETL
      - Extract data daily, Transform, Load and Report.
      - Data was based in game data and user's IP data (Geolocation)
    - Python, NodeJs, HTML, Javascript, ReactJs, Mobx, Bootstrap, Semantic-UI, Core-UI, EChart.
  - Designed DB schema and managed MSSQL, PostgreSQL, MySQL, MongoDB and Redis.
    - Made a query, stored procedure, and function.
    - Managed a transaction backup, daily full Backup and query tuning, and profiling.
  - Designed and developed all project on the AWS
    - Designed and maintenance AWS system architecture.
    - Use S3, EC2, cloudwatch, ELB, Route 53, Cloudwatch, CloudFront, SQS

JAN 2005 - NOV 2012

NCSoft JAPAN – game development company, Tokyo JAPAN – *Senior developer, Team Lead*

- Japan branch of global game company base in Seoul, Korea.
  - made Lineage I, Lineage II, GuildWar, AION, Blade & Soul ...
- First start Billing Team and then Led a platform team of 9 developers to develop a system to games, web, and app applications.
- Had a responsibility to created sophisticated, imaginative and efficient solutions for a various system.
- Had a responsibility to respond quickly to complex requirements using Agile leading to high satisfaction.
- Managed and implemented requirements analysis and developed detailed system architecture definition and design documents.
- Managed communication channel with HQ for technical.
- Developed and presented detailed specifications and wrote codes according to set requirements.
- Selected Accomplishments.
  - Developed successfully integrated Billing/Payment system from the separate payment systems for each game. eliminated the user's great inconvenience.
  - Achieved top sales and VIP awards in the year that developed the first game item sales system throughout the head office and all branch.
  - Successfully launched new games like Guild Wars, AION, janryumon, perfect 9, etc.
  - Successfully migrated system from legacy c# and asp.net system to new system with python and Node Js.
  - Successfully made new platform from plaync jp to ncsoft jp.
- Details.

- Designed and developed RESTFul API backend system for game, web, and app.
  - Game-auth, game billing system, item delivery, channeling, logging.
  - C#, ASP.NET, WAS, Python, Node Js.
- Designed and developed billing(payment) system.
  - Data communication, payment transaction with payment gateway.
    - Netcash, webmoney, bitcash, bank transfer …
  - C#, ASP.NET, HTML, Javascript.
- Designed and developed PC Cafe invoice and billing system.
  - Gathered user game play logging and then made an invoice, and then billing for PC Cafe.
  - C#, ASP.NET, HTML, Javascript.
- ETL.
  - Extracted game, billing, and user data, Transform, Load, and Report.
  - Data was based in game data and user's IP data (Geolocation)
  - C#, ASP.NET, HTML, Javascript.
- Designed and developed payment leaderboard website.
  - Managed invoice, billing, payment, and payment gateway.
  - C#, ASP.NET, SSIS, HTML, Javascript.
- Designed DB schema and manage MSSQL, and MySQL.
  - Made query, stored procedure and function.
  - Managed transaction backup, daily full backup and query tuning and profiling.
- Supervisor outsourcing project.
  - Managed CRM, ERP outsourcing project.

APR 2002 - AUG 2004

Tongyang Networks Corp – Financial SI specialized company, Seoul South Korea

- Designed, developed, documented, refined and maintained web applications in a Java environment for a major financial company.
- Responded quickly to requirements using waterfall.
- Selected Accomplishments.
  - Successfully developed a project on time and implemented the stable code.
  - learned a lot of coding techniques, anxious to ask questions, and learned how to manage schedules.
  - learned how to find and solve problems myself.
  - learned how to work with other teams and team members.
- Details.
  - Designed and developed an Automobile insurance online quote, billing system.
    - Automobile Insurance online quote and comparison system.
    - Automobile Insurance invoice and billing system.
    - JAVA, J2EE, JSP, Tomcat, Oracle.
  - Designed and developed taking a capital loan and DM system.
    - Loan availability check system on online.

- ■ Direct mail system for loan ad.
- ■ JAVA, J2EE, JSP, Tomcat, Oracle.
- ○ Designed and developed credit card payment management.
  - ■ ETL. (Extract credit card data, Transform, Load, and Report).
  - ■ BI leaderboard website for credit card franchisee.
  - ■ JAVA, J2EE, JSP, Tomcat, Oracle.

Education

JAN 2014 - MAR 2014

Centennial College, Toronto

- ● Software Engineering.
- ● After one semester, I went to work OGPlanet

MAR 1999 - FEB 2002

Hongik University, Seoul Korea – *Bachelor*

- ● Computer Engineering.

Skills

Development language

- ● Golang, Python, Node Js, Java, Javascript, C#, Shell script

Framework, Library, and Etc

- ● Golang: gin, gorilla, echo, gominauth, go-auth, gRPC
- ● Python: flask, SQLAlchemy, Celery, Selenium
- ● Node Js: express, koa, knex, bookshelf …
- ● PostgreSQL, MS-SQL, MySQL, MongoDB, Redis
- ● Rabbitmq, socket.io, websocket
- ● Webpack, NPM, Git, HTML5 ,Javascript, ReactJs, Mobx
- ● Nginx, gunicorn, heroku, docker, Travis-CI, loggly, xsolla
- ● AWS (EC2, RDS, S3, ES, ECS, ELB, Route 53, Cloudwatch, CloudFront, SQS)

Language

● Korean (native), Japanese, English