DONGKYU LIM

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SUMMARY

Recent University of Washington graduate with a Master's in Information Management seeking entry-level software engineer opportunities. Proven experience building scalable applications using Go, Python, and React, with expertise in cloud infrastructure, containerization, and real-time systems.

EDUCATION

University of Washington - Master of Science, Information Management, PM & Consulting **GPA 3.87** **2022-2023**
University of Washington - Bachelors of Science, Informatics, **GPA 3.84 Cum Laude** Dean's List x 10 **2018-2022**
Relevant Coursework: Server-Side Development, Mobile & FrontEnd Development, Data Structures & Algorithms

TECHNICAL SKILLS

Languages | Golang, Python, Java, Kotlin, Swift, SQL, NodeJS, HTML, CSS, R
Technologies | Docker, Redis, Git, ReactJS, AWS, TensorFlow, PyTorch, Jira

EXPERIENCE & PROJECTS

Personal Project | Elite Nine **Dec 2025 - Present**

Web-Based Online Multiplayer Trivia Game Go | Redis | MySQL | Docker | WebSocket | ReactJS

- Engineered a multiplayer Immaculate Grid-styled Tic-Tac-Toe game in Golang with real-time WebSocket communication and responsive architecture addressing 50K+ daily users
- Implemented Redis for efficient session management, game state caching, and leaderboard tracking, reducing database query loads by 75% and improving response times by 60% across concurrent matches
- Containerized the application with Docker, enabling horizontal scaling from 2 to 20 instances based on demand and supporting 10x traffic growth with 99.8% uptime

Personal Project | Champion IQ **Jan 2025 - Mar 2025**

AI-Powered League of Legends Companion App Python | Rest API | SQL | LLM

- Developed full-stack League of Legends companion app using Python/PyGUI with real-time game client integration, achieving 94% improvement in user gameplay efficiency
- Created comprehensive data pipeline connecting Riot Games API, game client, and Google's Gemini LLM to deliver actionable gameplay insights based on individual player patterns
- Engineered real-time data processing system handling 500+ API calls per match, implementing caching strategies and rate limiting to ensure sub-200ms response times while staying within Riot Games API constraints

Python Developer | Microsoft Sponsored Project **Jan 2020 - June 2020 | Seattle, WA**

Machine learning model for malware detection R | Python | TensorFlow | ML

- Led the team in development of a machine learning model to detect Windows malware, analyzing a large dataset of computer specifications provided by Microsoft to identify suspicious patterns and behaviors
- Researched and evaluated various ML algorithms, selecting the optimal model that achieved 99.2% accuracy in identifying malicious software
- Implemented feature engineering techniques including data normalization, categorical encoding, and outlier detection to process computer specification data, reducing false positives by 30% while maintaining detection sensitivity across diverse system configurations

Software Engineer Intern | Ungleich gmbH **Mar 2018 - Mar 2019 | Remote**

Development of sustainable hosting services Linux Debian | Docker | Networking

- Architected and implemented an innovative zero-carbon server network that eliminated environmental impact while delivering enterprise-grade performance, supporting the company's sustainability mission and reducing operational costs by 30%
- Managed mission-critical hosting infrastructure with comprehensive monitoring and fault-tolerance protocols, ensuring 99.99% uptime SLA compliance for high-value clients in a competitive hosting market
- Orchestrated rapid deployment of customized Nextcloud instances using Docker containerization, enabling scalable cloud solutions while reducing configuration time from days to 4 hours for both client and internal applications