

# Gilmo Yang

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## EDUCATION

### Seoul National University

*B.S. in Computer Science and Engineering (Undergraduate)*

Seoul, Korea

May 2021 – May 2027

## EXPERIENCE

### Software Outsourcing (Freelance)

Sep 2023 – Present

*Full-stack Development for Early-stage Startups*

- Delivered 4+ production-grade web, mobile, and desktop applications using React, Next.js, Node.js, Flutter, and Electron for seed-stage startups.
- Designed and deployed scalable cloud infrastructure on AWS and GCP (ECS, Lambda, Cloud Run), enabling automated CI/CD and reliable production operations.

### Technical Advisor

Dec 2025 – Feb 2026

*The GAME AI*

Seoul, Korea

- Led the initial AWS architecture design for a scalable STT API server, establishing infrastructure for high-concurrency and production deployment.
- Defined the technical strategy for efficient speech-to-text model serving, including autoscaling, resource planning, and low-latency inference optimization.

### Founding Engineer

Mar 2025 – Nov 2025

*Setters Inc.*

Seoul, Korea

- Led end-to-end development across Electron desktop app, backend services, client applications, and AWS deployment pipeline.
- Built a high-reliability media pipeline using FFmpeg for video/audio processing.
- Engineered a burst-resistant reservation platform using Go and Redis, successfully handling 5,000+ peak concurrent traffic.
- Drove end-to-end technical ownership: architecture design, implementation, deployment, observability, and performance tuning.

### Research Intern

Dec 2024 – Feb 2025

*BHI Lab, Seoul National University*

Seoul, Korea

- Implemented an ensemble model for protein affinity prediction and delivered a prototype service, supporting early-stage evaluation and follow-up research in the lab.

### Front-end Developer

Feb 2024 – Mar 2025

*Joodra*

Seoul, Korea

- Developed production-grade web interfaces in React and led the migration to a fully featured Flutter mobile application.

## EXTRACURRICULAR ACTIVITIES

### AttentionX | AI, NLP Group

July 2023 – Dec 2023

- Participated in early-stage research exploration for a 3D headscape modeling task, contributing to dataset review and experimentation pipelines.

## PROJECTS

### Vertex | Rust, Typescript, Go, PostgreSQL, Docker

Jan 2024 – Mar 2024

- Platform-agnostic solution for deploying containerized cloud applications.

### SoniCMS | C++, ScyllaDB, React, Docker

Oct 2024 – Nov 2024

- Cloud-friendly, high-performance headless CMS built on top of C++

## TECHNICAL SKILLS

**Languages:** Go, Rust, C/C++, Python, SQL, TypeScript

**Frameworks:** React, Next.js, NestJS, Electron, FastAPI, Gin, Tokio

**Infrastructure:** AWS, GCP, Docker, Kubernetes