SOONMOC KANG

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TECHNICAL SKILLS

Languages: Java, Python, C/C#, SQL (MySQL, Postgres), JavaScript, TypeScript, HTML/CSS, PHP, Swift, Kotlin, Ruby
Frameworks: Next.js, Express.js, Node.js, JUnit, Pytest, MaterialUI, OpenAPI, Pyshark, THREE.js, Discord.js, Mockito, Smithy
Developer Tools: Git, Docker, AWS, VSCode, JetBrains, Wireshark, Ansible, MongoDB, Azure, Maven, Gradle, Q CLI
Libraries: React, Pandas, NumPy, Matplotlib, OpenCV, Scikit, Selenium, Dagger, Nimbus, Lodash. Guava, Apache Log4j, Lombok

EXPERIENCE

Software Development Engineer I — Sep 2024 – Present
Amazon Web Services - AWS Identity Center — *Toronto, ON*
- Took ownership of maintaining OIDC and SAML services for customer federation and integration with native and third-party applications across AWS.
- Led the creation of user background sessions to enable AI services such as AWS SageMaker run long-running tasks without user interactivity, creating a new paradigm in model training on AWS.
- Addressed security challenges in serving device authentication and authorization flows to extremely reduce the chance of phishing attacks for customers.
- Engineered solutions to operational problems involving cache validations and cyclic calls to raise the business availability to 99.998% and lower latency in customer federation by 60% in the busiest availability zones.
- Developed portable Model Context Protocol (MCP) servers for the team, extending knowledge for AI tools such as Amazon Q and Kiro IDE to study internal data and automate self-service tools, saving $240,000 every year.
- Streamlined session management across internal teams by consolidating different types of sessions into a single master session, simplifying workflows between upstream and downstream callers.
- Mentored interns for small-scale projects in OIDC discovery endpoint optimization to bar-raise a successful transition into full-time employees.

Software Development Engineer Intern — May 2023 – Aug 2023
Amazon Web Services - AWS Identity Center — *Toronto, ON*
- Designed a highly efficient system flow in integration and canary testing, decreasing latency by 70% and cost per API invocation by 2000%.
- Automated robust CI/CD by building custom pipelines to unit, load, and integration test the code with 100% code coverage, enhancing safety in deployment into production waves.
- Engineered a high-standard software for authentication automation with with regionalized efficiency and 99.9999% availability with complete security hosted on private VPC for internal engineering usage.
- Created LLM extension tools to help translate complex internal wikipedia pages to hyperlinked code snippets to help internal customers use the project at low-level logic, increasing efficiency by 300%.

PROJECTS

Intern Report | *React, Node.js, Express.js, AWS (API Gateway, Lambda, Amplify, SES, …)* — Jul 2022 – Present
- Leading the development of a public crowdsourced aggregate information about internships.

Mouseless | *Python, Pandas, OpenCV, Git* — Jun 2022 – May 2023
- Leading the development of a machine learning cursor peripheral that tracks eye movements.

Don't Touch It! | *C#, Blender, Unity* — Feb 2022 – March 2022
- Collaborated in the development of a game that tests human curiosity.

AWARDS

Schulich Leader Scholarship: Prestigious scholarship given to the top 100 students of Canada worth $80,000 - $100,000
Ubisoft Game Jam First Place: Awarded by Ubisoft for the creation of the game *"Don't Touch It!"*
CLC Hackathon Winner: Led a winning team of 5 by creating a multipurpose and mobile scheduling application

EDUCATION

Dalhousie University — Halifax, NS
Bachelor of Computer Science (GPA: 3.9 / 4.3) — *Sep 2020 – May 2024*