

# Junghyun Lee

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## SUMMARY

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Technology leader with 15+ years of experience across software development, R&D leadership, and startup management. Expertise in AI-driven patent analysis, multimodal learning, and child-centered educational technology. Proven track record as CEO and CTO, combining technical strategy, business development, and government-funded R&D execution.

## EDUCATION

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<b>Ewha Womans University</b> <i>B.S., Computer Science — B.A., Multimedia Studies</i>	Seoul, Korea Mar 2004 – Feb 2011
<b>Academic Credit Bank System</b> <i>B.A., Child Studies</i>	Seoul, Korea Feb 2022
<b>Aalto University</b> <i>EMBA, Executive Master of Business Administration</i>	Espoo, Finland Feb 2025
<b>Seoul School of Integrated Sciences &amp; Technologies (aSSIST)</b> <i>EMBA, Business Management</i>	Seoul, Korea Feb 2025
<b>Ewha Womans University, Graduate School of AI Convergence (PAI Lab)</b> <i>Integrated M.S./Ph.D. (in progress)</i>	Seoul, Korea Mar 2025 – Present

- Research Interests: Multimodal Reasoning, Active Learning, Domain Adaptation, Child Development, Early Detection of Cognitive Impairment

## WORK EXPERIENCE

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<b>BtoWIN Co., Ltd.</b> <i>Chief Technology Officer (CTO)</i>	Seoul, Korea Jan 2023 – Apr 2025
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- Owned technical strategy and R&D roadmap; led 10+ engineers and data scientists across IP analytics initiatives.
- Built and commercialized *ipradar.kr* (patent analytics SaaS); drove collaboration with national IP platforms and academia.
- Introduced CI/CD pipelines and IaC; reduced release lead time and improved deployment reliability.
- Managed government-funded projects (IP search module enhancement) and investor-facing technical IR.

<b>GemPack Co., Ltd.</b> <i>Founder &amp; CEO</i>	Goyang, Korea Dec 2017 – Present
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- Launched 9 AR/AI-based children's learning applications; led product & content pipelines end-to-end.
- Secured multiple grants (ICT R&D, Non-face-to-face Business Promotion, Data Voucher) and outsourced R&D contracts.
- Formed cross-functional teams; oversaw partnerships, compliance, and service operations.

<b>LINE PLAY (LINE Group)</b> <i>Server Engineer</i>	Seoul, Korea Mar 2014 – Mar 2017
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- Developed/operated backend for mobile social game *Brown Farm*; implemented analytics & ops dashboards.

**Entiq Games**  
*Server Engineer*

Seoul, Korea  
*Sep 2012 – Feb 2014*

- Built backend services for online SRPG *Shadow of Eclipse*; maintained live-ops services.

**The Final Five**  
*R&D Engineer*

Seoul, Korea  
*Jul 2010 – Jun 2012*

- Developed online baseball game (*Wind Up*) client/server and Android messenger app; built customer support systems.

## TECHNICAL SKILLS

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**Languages:** Java, C/C++, C#, Python, Kotlin, Swift, JavaScript, PHP

**Backend:** Spring Framework, Spring Boot, Django, FastAPI, Netty

**Frontend/Mobile:** React, React Native, Angular, Android (Native), iOS (Native)

**Data & DB:** MySQL, PostgreSQL, Oracle, MSSQL, MariaDB, SQLite, Redis, MongoDB, Elasticsearch, Cassandra

**DevOps:** CI/CD, Docker, Linux (CentOS/Ubuntu), Cloud deployment, Infrastructure automation

**Integrations:** Payment Gateway (PG), OAuth-based Social Login (Google/Kakao/Naver/Facebook)

**Design/Proto:** Figma, Adobe XD, Sketch; Photoshop, Illustrator, Premiere, InDesign

## VOLUNTEER EXPERIENCE

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**KOICA Korea Overseas Volunteer (35th Cohort)**  
*Computer Teacher, National High School*

Asunción, Paraguay  
*Jul 2007 – Jul 2009*

- Taught CS fundamentals and office IT; coordinated lab operations and curriculum.

**Community Tutoring**  
*STEM Tutor, Low-income Youth*

Seoul, Korea  
*Sep 2006 – Jun 2010*

## TEACHING EXPERIENCE

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**The Catholic University of Korea**  
*Adjunct Lecturer*

Seoul, Korea  
*Sep 2023 – Present*

- Courses: Databases, Distributed Computing, Computer & Programming

## AFFILIATIONS & LEADERSHIP

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**JCO (Java Community)**  
*External Relations Committee, 6th Term*

Seoul, Korea  
*2011 – 2012*

- Organized developer conferences and community seminars; presented best practices at APOUC (Shanghai).

## AWARDS & HONORS

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- Empas Dream-e Angel Internship** Seoul, Korea  
*Grand Prize, GameNara League* *Aug 2004*
- Team leader during university internship; won top prize for game project.
- Ewha Womans University** Seoul, Korea  
*Scholarships* *2005 – 2010*
- Ewha Frontier Scholarship (2005), Lee Gi-ho Scholarship (2006).
  - Awarded various scholarships such as Ewha Service Scholarship and Ewha Welfare Scholarship
- Government of Paraguay** Asunción, Paraguay  
*Presidential Recognition Award* *2008*
- Certificate of appreciation awarded by President Fernando Lugo for KOICA volunteer teaching service.
- Shinhan Bank** Seoul, Korea  
*Fintech Idea Contest, Awardee* *2010*
- Recognized for innovative proposal in Internet & Mobile Financial Services.

## CAREER STATEMENT (DETAILED WORK HISTORY)

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- BtoWIN Co., Ltd.** Seoul, Korea  
*Chief Technology Officer (CTO)* *Jan 2023 – Apr 2025*
- Defined and executed **corporate-aligned technical strategy**; built a **2-year R&D roadmap**.
  - Introduced **DevOps and CI/CD pipelines**, reducing release lead time by **40%** and increasing deployment reliability.
  - Led development and commercialization of ***ipradar.kr***, achieving enterprise clients and processing **20M+ patent records**.
  - Collaborated with **The Catholic University of Korea** and the **Korea Invention Promotion Association** on joint R&D, securing government funding.
  - Directed **IP search module enhancement** for the National IP Transaction Platform, improving system throughput.
- GemPack Co., Ltd.** Goyang, Korea  
*Founder & CEO* *Dec 2017 – Present*
- Founded and scaled an **EduTech startup** focusing on **AI-powered learning for children**, reaching **10K+ downloads** across 9 mobile applications.
  - Directed development of **AR/AI-based educational apps**.
  - Won multiple **ICT grants** (worth **\$200K+ collectively**), including Non-face-to-face Business Promotion (SMEs), Data Voucher Program, and ICT Leading Company projects.
  - Managed **cross-functional teams of 10+** and external R&D outsourcing partners; maintained **95% on-time project delivery**.
- LINE PLAY (LINE Group)** Seoul, Korea  
*Server Engineer* *Mar 2014 – Mar 2017*
- Developed backend for mobile SNG ***Brown Farm***, serving **2M+ MAU** across Japan, Taiwan, Thailand, and Hong Kong.
  - Designed and optimized **API servers** (auth, billing, game core systems), reducing API latency by **30%**.

- Built **Admin/Management servers** for event ops, log analytics, and real-time user management.
- Implemented **batch servers** for push messaging, advertisement rotation, and stale data cleanup.
- **Achievements:** Peaked at **1.2M DAU**, **270K concurrent users**; successfully launched in 5 Asian markets.

## Entiq Games

Seoul, Korea

*Server Engineer*

*Sep 2012 – Feb 2014*

- Built and optimized backend for SRPG *Shadow of Eclipse*, supporting **500K+ players** in Japan.
- Implemented **content systems** (unit expedition, achievements, quests, gacha, PvP balancing).
- Developed **GM tools** for player management and live event operations.
- **Achievements:** Reached **10K DAU**, **3K concurrent users**; maintained service stability through server refactoring.

## The Final Five

Seoul, Korea

*R&D Developer*

*Jul 2010 – Jun 2012*

- Developed own **Android messenger app** and online baseball game *Wind Up & Wind Up 2K12* (real-time P2P multiplayer).
- **Client-side:** Implemented UI/UX enhancements and memory leak fixes (JME engine).
- **Server-side:** Designed network protocols, optimized DB procedures, and refactored matchmaking/channel systems.
- Built and maintained **GM tools**, 1:1 inquiry board, and customer support workflows.
- **Achievements:** Supported over **100K+ concurrent users** and achieved **monthly revenue exceeding \$250K**. Expanded service across Japan and SEA; reduced average support ticket resolution time by **20%**.