FULL-STACK SOFTWARE ENGINEER

AIL PARAYNC

▼ paraynogail@gmail.com 🖬 linkedin.com/in/gail-parayno-280644247 🞧 github.com/gailrayla 🌐 gailparayno.com

Education

ULSAN NATIONAL INSTITUTE OF SCIENCE AND TECHNOLOGY

Bachelor of Science in Computer Science and Engineering, Bachelor of Science in Design

- Relevant Coursework: Data Structures and Algorithms, Software Engineering, Intro to AI Programming I and II, Computer
 - Networks, Database Systems, Information Visualization, Blockchain Systems
- Awards: Cum Laude (2025), Academic Awardee (2020), Highest Lexile Award (2020)

Experience

O.M Farm

Software Engineer Intern

- Drove product growth via 30+ React/TypeScript frontend features and reusable components, using Docker, SOLID, and CQRS, with PostgreSQL/Firebase full-stack contributions.
- Ensured on-time sprint goal delivery, measured by consistently meeting sprint deadlines, through active participation in daily standups, sprint planning, and retrospectives.
- Maintained system stability and code quality through swift debugging and efficient problem resolution using Google Cloud CLI, resulting in significantly reduced bug occurrences, leveraging Git for code versioning and issue tracking.

Human-AI Interaction and Visualization Lab

Software Research Intern

- Analyzed LLM code generation errors from SWE-Bench, classifying bugs, feature requests, removals, and security issues, providing critical insights that influenced subsequent LLM development cycles.
- Identified key code comprehension themes from 50 survey responses to 9 questions, providing data-driven conclusions for a conference paper.

New Design Studio

Service Design Intern

• Improved university design department website's usability and accessibility by developing UI/UX and implementing responsive frontend solutions in WordPress, leading to positive user feedback.

Interactions Lab

Human-Computer Interaction Intern

• Contributed to the development of interactive VR touch typing application components using C# and Unity, supporting the team's goal of enhancing user immersion.

Personal Projects

Reply Intelligence - LINK

• Refactored legacy code to a NestJS microservices architecture for Reply Intelligence. Developed frontend and backend components using React, Firebase, PostgreSQL, and Google Cloud Functions to enhance performance and user experience.

BountyEX - LINK

July - August 2024 • Developed the frontend for BountyEX, an Ethereum-based decentralized bounty platform, using TypeScript and NestJS. Integrated with smart contracts to ensure secure transactions and optimized the platform for user experience.

OM Farm Portal and Microservices - LINK

• Designed and implemented the OM Farm Portal, including microservices such as article and agreement services, using TypeScript, following CQRS design. Developed full-stack functionality, and integrated Google services.

Other Experience

UNIST International Student Organization

Creatives and PR Member

• Enhanced online and offline presence through creative content creation and event promotion. Developed multicultural communication, coordination, and PR skills.

Teaching Assistant

Anthropology and Computer-Mediated Communication Teaching Assistant

- Assisted in course material development, assignments, and assessments.
 - Conducted grading and offered constructive feedback to students.

Technical Skills

Washington, USA

January 2024 - December 2024

Ulsan, South Korea

July 2024 - December 2024

Ulsan, South Korea

July 2022 - December 2022

August - December 2024

January - May 2024

UNIST

UNIST

March 2022 - December 2023

March 2022 - December 2022

September 2023 - December 2023

Ulsan, South Korea

2020-2025

SOUTH KOREA