

GAIL PARAYNO

FULL STACK DEVELOPER

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Education

ULSAN NATIONAL INSTITUTE OF SCIENCE AND TECHNOLOGY

SOUTH KOREA

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

2020-2025

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

Experience

O.M Farm

Washington, USA

Software Engineer Intern

January 2024 - December 2024

- Drove product growth via 30+ React/TypeScript frontend features and reusable components, using Docker, SOLID, and CQRS, with PostgreSQL/Firebase full-stack contributions. Collaborated with designers using Figma to implement pixel-perfect UI designs.
- 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, significantly reducing bug occurrences, leveraging Git for code versioning and issue tracking.

Human-AI Interaction and Visualization Lab

Ulsan, South Korea

Software Research Intern

July 2024 - December 2024

- 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

Ulsan, South Korea

Service Design Intern

September 2023 - December 2023

- 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

Ulsan, South Korea

Human-Computer Interaction Intern

July 2022 - December 2022

- 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](#)

August - December 2024

- 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](#)

January - May 2024

- 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

UNIST

Creatives and PR Member

March 2022 - December 2022

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

Teaching Assistant

UNIST

Anthropology and Computer-Mediated Communication Teaching Assistant

March 2022 - December 2023

- Assisted in course material development, grading, assignments, and assessments.

Technical Skills

Languages: TypeScript, JavaScript, Python, C++

Technologies/Frameworks: React, NestJS, NextJS, ExpressJS, Docker, Material UI, Saas

Tools: Figma, Docker, Git, VS Code, Adobe Creative Suite, Azure DevOps

Database and Data Management: MongoDB, PostgreSQL, Firestore, Google Cloud Platform