Chanwoo Noh

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Software Engineer

Summary

Backend engineer with 8 years of experience designing scalable distributed systems, from game servers supporting millions of players to AI platforms integrating real-time LLM streaming.

Experience

Software Engineer : **Global AI Platform Corporation** : **Mar 2024 - Present**

Building backend systems for "Aster," a global personal AI agent showcased at CES 2025 and MWC25.

- Architected scalable Go-based gRPC microservices to handle high-throughput user requests across distributed systems
- Integrated LLM agents with real-time streaming capabilities to deliver context-aware and adaptive user interactions
- Built multiple PoCs and prototypes to evaluate the feasibility of new agent capabilities
- Built infrastructure automation with Pulumi, AWS, Kubernetes and Helm for zero-downtime deployments
- Developed the MCP (Model Context Protocol) ecosystem, including reference servers and a registry system, enabling AI agents to dynamically integrate with external tools and data sources

Server Software Engineer → Lead Server Software Engineer
Devsisters (Studio Kingdom) : **Dec 2018 - Jan 2024**

Developed "Brixity," a global 3D sandbox city-building game that reached #1 on both Apple App Store and Google Play Store charts within a day of launch, surpassing 1 million downloads shortly after.

- Spearheaded development of a scalable backend handling over 12 million requests per hour for a global player base
- Owned the entire lifecycle of the game server—from initial development and launch to live operations and incident response
- Designed and maintained the multiplayer system, including dynamic play map and room management features, ensuring smooth real-time collaboration
- Increased server throughput by over 50% through performance tuning and load testing, significantly improving performance and cost efficiency

- Developed internal service tools, including a web-based 3D viewer that renders user-generated building blueprints in the browser, supporting better moderation and service management
- Built productivity-enhancing tools using GitHub Actions, Slack bots, and custom utilities, streamlining workflows for in-game testing, data replication, and content extraction

Software Engineer : **Anyfi Inc.** : **Nov 2016 - Jun 2018**

Developed mobile mesh networking solutions at Anyfi, specializing in Wi-Fi Direct multi-hop networking technology.

- Conducted R&D on Wi-Fi Direct multi-hop networking with IPv4/IPv6 hybrid connectivity for reliable data transmission
- Designed core mesh networking features including information propagation and graph synchronization
- Built cross-platform C++ library and reference applications demonstrating mesh networking capabilities
- Contributed to establishing engineering best practices including Agile processes, code reviews, and TDD

Education

Bachelor of Engineering in Computer Science & Engineering : **Mar 2010 - Aug 2017**

Seoul National University of Science and Engineering : Seoul, South Korea

Skills

Programming Languages: Go, TypeScript/JavaScript, Python, C#, Java, C++

Backend & Infrastructure: Node.js, .NET, gRPC, Kubernetes, AWS, Terraform, Apache Kafka

Databases: CockroachDB, PostgreSQL, Redis

Awards and Honors

Best of 2023 Game, Made with Unity Korea Award : 2023 : Brixity

Best Strategy Game, Pocket Gamer Awards : 2023 : Brixity

Projects

Open Source Contributions

LangDiff TypeScript Implementation - Implemented TypeScript version of language-based difference analysis tool, increasing accessibility for frontend developers and contributing to broader adoption

- GitHub PR #10 (https://github.com/globalaiplatform/langdiff/pull/10)

OpenInference AI Observability - Enhanced OpenTelemetry-based AI observability library with SessionMessage support and MCP Streamable HTTP transport instrumentation for LLM applications

- GitHub PR #1640 (https://github.com/Arize-ai/openinference/pull/1640)
- GitHub PR #1634 (https://github.com/Arize-ai/openinference/pull/1634)