

Dahye Ko

Web Frontend Engineer

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01

A web frontend engineer with experience building products 0→1 at early-stage startups. Services I have built include an AI-powered video generation and editing tool, and an AI model viewer and editor.

02

Cutib

Aug 2025 – Present CPO / Web Frontend Engineer

Oct 2024 – Jun 2025 Web Frontend Engineer

Built the frontend 0→1 for a web video editor that generates scenarios and assets with AI, enabling cut-level editing.

- Resolved **low frame seeking precision of the native browser video player** by designing a **WebCodecs API-based frame decoding pipeline**, stabilizing **frame seek speed from 2,781ms to 1,003ms**
- Eliminated **playback delay when transitioning between separate video sources per cut** by introducing **3-slot video pooling**, reducing **cut transition delay from 2,780ms to 1,329ms**
- Resolved **playback stutter caused by growing images and audio on the timeline** by introducing **viewport-based virtualization**
- Abstracted all editing actions into **typed command objects** — **extensible architecture ready for AI agent editing**

React Next.js TypeScript Zustand TanStack Query Web Audio API WebCodecs Canvas API
WebSocket

Clika

Aug 2023 – Sep 2024 Web Frontend Engineer

Oct 2022 – Jun 2023 Web Frontend Engineer

Built the frontend for an AI model viewer and editor for ML engineers.

— Resolved main thread blocking caused by large-scale graph layout computation by offloading to a Web Worker

React Next.js TypeScript Zustand SWR MUI reactflow

Angelswing

Aug 2021 – Jun 2022 Web Frontend Engineer

Frontend development for a construction site management service that visualizes drone footage as 2D/3D maps.

React TypeScript Redux Toolkit styled-components OpenLayers Cesium

03

4th Korea Data Journalism Award

2021.10 | Visualization of the Year — [소멸의 땅, 지방은 어떻게 사라지나](#)

04

KAIST

2017 – 2019 | M.S. in Culture Technology

Korea University

2011 – 2017 | B.S. in Environmental Science and Ecological Engineering