

Gong Jian 宫健 AI Agent Developer

Developer building simulation agents, game decision-making systems and automation, with production Python experience at AfterShip. Projects combine ML-Agents, minimax search and behavior trees with hands-on work on crawler workflows, translation pipelines and automated testing for a released Unity game.

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Work Experience



Kickstart Now OÜ 2025–2026

Developed gameplay and automated localization for a Steam release; built Python/Poco/pytest-bdd tests across languages and resolutions.

Unity Localization Test Automation



AfterShip.com 2019–2021

Automated crawler mapping, eliminating manual work equivalent to 20% of sprint story points; led end-to-end testing to reach 96% coverage.

Python React Node.js AWS Google K8S



Trip.com 2015–2019

Delivered checkout, withdrawal and bank-card features; built frontend monitoring that detected 90% of client-side issues before backend log analysis.

React Native Node.js jQuery Grafana



Tallinn University Jul 2026

Taught Figma design systems at Tallinn University, guiding students through design tokens, reusable components, prototyping and developer handoff.

Figma Design Systems

Key Skills

Python

Crawlers, SciPy and ML-Agents

Agent systems

ML-Agents, minimax, behavior trees and edge ML

Automation

Translation pipelines, crawler workflows and end-to-end testing

Web & Cloud

React, Node.js, Docker, K8S and Cloudflare Workers

Education



Tallinn University MSc 2024–2026

Digital Learning Games

Award: National Scholarship for International Students, Education and Youth Board of Estonia (2026)



Universidade Lusófona Jan 2026

Data Science Applied to Geographic Information Systems



Brandenburg University of Applied Sciences

Dec 2025

Interactive Environments



Shenyang University of Technology

BSc 2011–2015

Computer Science

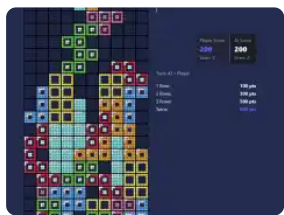
Selected Work



XR Drone Simulator

Built a Unity XR drone simulator with PID control and ML-Agents for my MSc thesis; published on SideQuest.

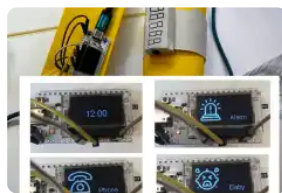
Unity · MRTK · PID Control



Tetris AI

Modernized Pixtris to PixiJS 8 and TypeScript, adding a minimax opponent for competitive play.

PixiJS · Minimax



Sound Alert Prototype

Trained an MFCC/CNN sound classifier for a tactile-alert prototype, switching to ESP32 to overcome Arduino memory limits.

ESP32 · Edge ML · MFCC



Ninja Paws

Implemented fruit-slicing and dungeon-combat scenes in a Unity game built with a classmate.

Unity · Behavior Tree



Missile Command: 3D Multip...

Built a 1v1 Babylon.js game with real-time multiplayer state synchronization through a Colyseus server.

BabylonJS · Colyseus · Node.js



Grandpa's Bee Haven

Developed gameplay, localization and automated tests for an award-winning Unity game released on Steam.

Award: BEST GAMEPLAY, Estonian Game Dev Guild Awards 2026

Unity · Localization



AfterShip.com

Developed courier-data workflows, crawlers and analytics interfaces for AfterShip, connecting data collection with reporting.

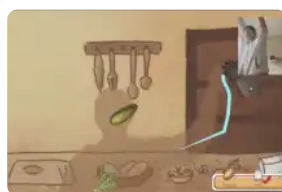
Google K8S · AWS · Python



Trip.com

Built checkout, withdrawal and bank-card features, alongside frontend monitoring and tools for testing payment flows.

jQuery · React Native · Node.js



Baltic Kitchen Kaos

Programmed cooking gameplay and experimental hand tracking, bridging browser-based MediaPipe to Unity through JavaScript.

Unity · ReactJS · MediaPipe

Languages

- Mandarin Chinese / 普通话 (Native)
- English (C1)
- Japanese / 日本語 (Beginner)
- Thai / ไทย (Speaking)
- Estonian / eesti keel (A1)
- Russian / русский (A1)
- German / Deutsch (A1)