

Gong Jian 宫健 Full-Stack Developer

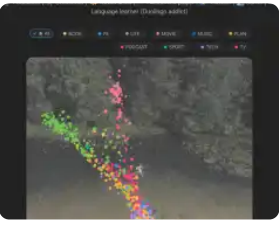
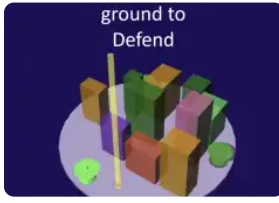
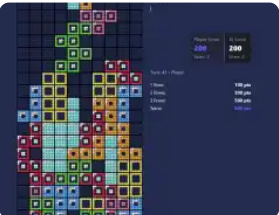
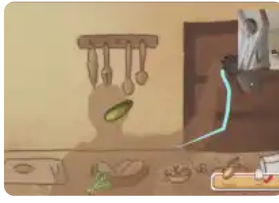
Full-stack developer with 6+ years of experience delivering checkout flows, monitoring systems and analytics interfaces at Trip.com and AfterShip. Combines frontend delivery with crawler automation and end-to-end testing, including work that brought test coverage to 96%.

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Work Experience

- **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](#)
- **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](#)
- **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](#)
- **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](#)

Selected Work

- **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](#)
- **GrowGen.xyz**
Built an Astro blog and project lab; reduced SVG previews from up to 1 MB to 10–100 KB.
[Astro](#) · [ReactJS](#) · [Mantine](#)
- **Missile Command: 3D Multip...**
Built a 1v1 Babylon.js game with real-time multiplayer state synchronization through a Colyseus server.
[BabylonJS](#) · [Colyseus](#) · [Node.js](#)
- **Tallinn University XR Tour**
Built a browser-based campus tour with captured 3D scenes and XR teleportation; tested on Quest 3.
[BabylonJS](#) · [3DGS](#)
- **Tetris AI**
Modernized Pixtris to PixiJS 8 and TypeScript, adding a minimax opponent for competitive play.
[PixiJS](#) · [Minimax](#)
- **Baltic Kitchen Kaos**
Programmed cooking gameplay and experimental hand tracking, bridging browser-based MediaPipe to Unity through JavaScript.
[Unity](#) · [ReactJS](#) · [MediaPipe](#)
- **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](#)
- **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](#)

Key Skills

TypeScript & JavaScript

React, Vue, Node.js and Astro

Frontend

Monitoring, analytics dashboards and design systems

Testing

End-to-end testing and automation

Cloud

AWS, GCP, 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

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)