

Gong Jian 宫健 Game Developer & Programmer

Game programmer who contributed gameplay, localization and automated testing to an award-winning Unity game released on Steam. Holds an MSc in Digital Learning Games, with projects spanning a published XR drone simulator, multiplayer browser games and experimental hand-tracking interactions.

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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



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



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

Key Skills

Unity & Blender

2D and 3D game development

Game systems

Behavior trees, gameplay and automated tests

Web games

BabylonJS, PixiJS and Colyseus

XR & ML

MRTK, ML-Agents and MediaPipe

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



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.

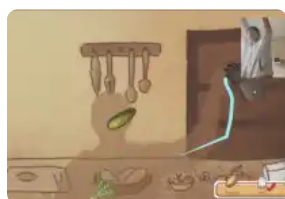
Unity · MRTK · PID Control



Ninja Paws

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

Unity · Behavior Tree



Baltic Kitchen Kaos

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

Unity · ReactJS · MediaPipe



Enchanted Wizard

Built and published a Godot XR shooting game for the Godot XR Game Jam.

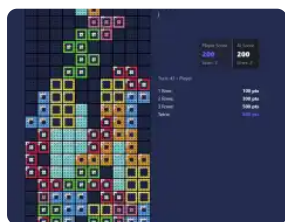
Godot



Missile Command: 3D Multip...

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

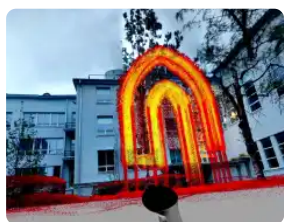
BabylonJS · Colyseus · Node.js



Tetris AI

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

PixiJS · Minimax



Tallinn University XR Tour

Built a browser-based campus tour with captured 3D scenes and XR teleportation; tested on Quest 3.

BabylonJS · 3DGS



GrowGen.xyz

Built an Astro blog and project lab; reduced SVG previews from up to 1 MB to 10–100 KB.

Astro · ReactJS · Mantine

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)