

Gong Jian 宫健 Full-Stack Web Developer | Game Programmer

Full-stack engineer and game programmer with 6+ years of industry experience, delivering checkout, monitoring and analytics products at Trip.com and AfterShip. Contributed to an award-winning Steam game and published an XR drone simulator developed for an MSc thesis.

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Work Experience



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



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

TypeScript & JavaScript

Advanced; React and Vue

Unity & Blender

Intermediate; 2D and 3D games

Linux

Intermediate; Alpine, Arch, Ubuntu and Debian

Python

Intermediate; crawlers, SciPy and ML-Agents

Engineering

Git, agile, CI/CD, Docker, K8S, TDD, AWS, GCP 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

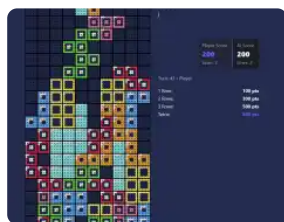


Grandpa's Bee Haven

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



Tetris AI

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

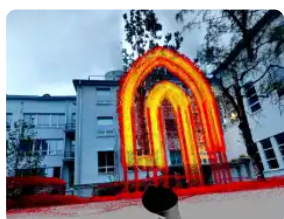
PixiJS · Minimax



Sound Alert Prototype

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

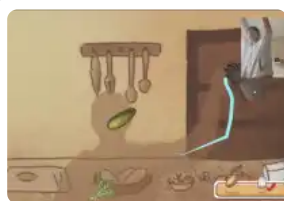
ESP32 · Edge ML · MFCC



Tallinn University XR Tour

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

BabylonJS · 3DGS



Baltic Kitchen Kaos

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

Unity · ReactJS · MediaPipe



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

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)