

Gong Jian 宫健 VR / XR Developer

XR developer with an MSc in Digital Learning Games, building immersive simulations, games and interactive experiences across Unity and the web. Published an XR drone simulator developed for a thesis and created projects spanning Quest-tested campus tours, hand tracking and Godot XR.

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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

XR development

Unity, MRTK and Godot XR

Web-based 3D

BabylonJS, WebXR and 3D Gaussian splatting

Interaction

Hand tracking with MediaPipe and JavaScript-to-Unity integration

Simulation

PID control, ML-Agents and interactive prototyping

Education



Tallinn University MSc 2024–2026

Digital Learning Games

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



Brandenburg University of Applied Sciences

Dec 2025

Interactive Environments



Universidade Lusófona Jan 2026

Data Science Applied to Geographic Information Systems



Shenyang University of Technology

BSc 2011–2015

Computer Science

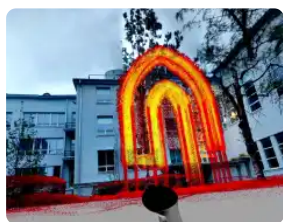
Selected Work



XR Drone Simulator

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

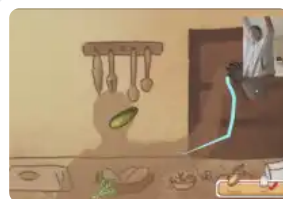
Unity · MRTK · PID Control



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



Enchanted Wizard

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

Godot



Ninja Paws

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

Unity · Behavior Tree



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



Missile Command: 3D Multip...

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

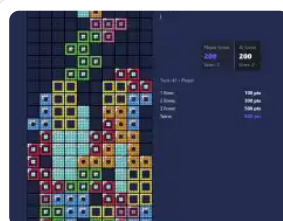
BabylonJS · Colyseus · Node.js



GrowGen.xyz

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

Astro · ReactJS · Mantine



Tetris AI

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

PixiJS · Minimax

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)