

Gong Jian 宫健 DevOps & Automation Developer

Automation-focused developer with production experience at Trip.com and AfterShip across CI/CD, crawler workflows and end-to-end testing. Automated crawler mapping to remove manual work equivalent to 20% of sprint story points and led testing that reached 96% coverage.

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Work Experience



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



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

Key Skills

Cloud & containers

AWS, GCP, Docker and Google K8S

Automation

CI/CD, translation pipelines and crawler workflows

Reliability

End-to-end testing and frontend monitoring

Linux

Alpine, Arch, Ubuntu and Debian

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

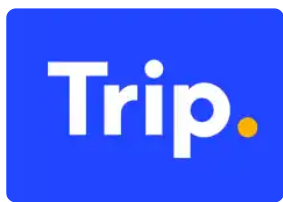
Selected Work



AfterShip.com

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

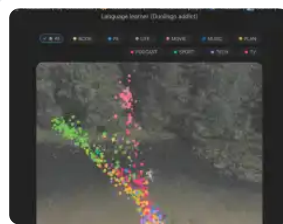
Google K8S · AWS · Python



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.

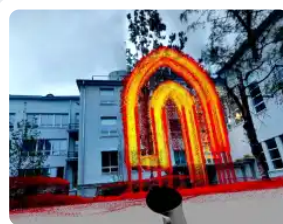
BabylonJS · Colyseus · Node.js



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

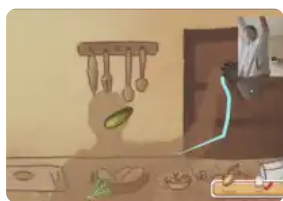


Grandpa's Bee Haven

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



Baltic Kitchen Kaos

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

Unity · ReactJS · MediaPipe



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)