

Gong Jian 宫健 Product Engineer

Product engineer with 6+ years of experience delivering payment flows, monitoring and analytics products at Trip.com and AfterShip. Contributed to a released Steam game and taught Figma design systems, connecting implementation with reusable components, prototyping and developer handoff.

gongbaodd@outlook.com github.com/gongbaodd [Tallinn, Estonia](#) growgen.xyz [LinkedIn — Jian Gong](#) Nationality: China

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](#)
- **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

Product surfaces

Checkout, payments, monitoring and analytics dashboards

Full-stack

React, Vue, Node.js and Astro

Quality

End-to-end testing and automation

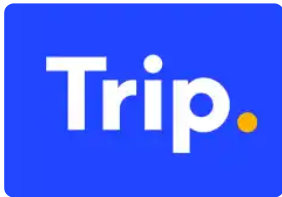
Design & delivery

Design systems, agile development and CI/CD

Education

- **Tallinn University** [MSc](#) 2024–2026
Digital Learning Games
Award: National Scholarship for International Students, Education and Youth Board of Estonia (2026)

Selected Work

- **Trip.com**
Built checkout, withdrawal and bank-card features, alongside frontend monitoring and tools for testing payment flows.
[jQuery](#) · [React Native](#) · [Node.js](#)
- **AfterShip.com**
Developed courier-data workflows, crawlers and analytics interfaces for AfterShip, connecting data collection with reporting.
[Google K8S](#) · [AWS](#) · [Python](#)
- **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](#)
- **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
- **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](#)
- **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](#)
- **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](#)
- ## 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)