

# 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.

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

## 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

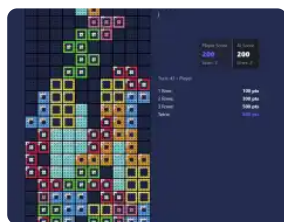


### Grandpa's Bee Haven

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.

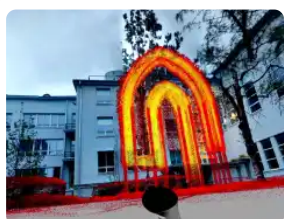
PixiJS · Minimax



### Sound Alert Prototype

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

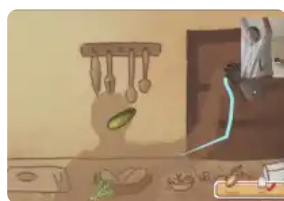
ESP32 · Edge ML · MFCC



### 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)