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Jian Gong

宫健

💻 Web developer | 🎮 Game Programmer

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Key Skills

Skill	Proficiency	Time	
TypeScript	Advanced	8 years	Current Most used Language, React, Vue
JavaScript	Advanced	10+ years	jQuery, Rx.js, Node and React Native
Unity	Intermediate	1 year	2D and 3D Game Programming
Linux/Unix	Intermediate	10+ years	Alpine, Arch, Ubuntu, Debian
Python	Intermediate	2 years	Crawlers during working in Aftership.com
Blender	Intermediate	1 year	Study and practiced in Tallinn University
Standard practices		10+ years	Good knowledge of standard tools, such as git, agile development, CI/CD, Docker, K8S, TDD, AWS, GCP, Cloudflare Worker etc.
Other			Occasionally use many other technologies including: C, C++, Kotlin, SwiftUI, MongoDB, Elastic Search, Tensor Flow, Rust, Godot, Unreal Engine, Inkscape, Arduino etc.

Languages

普通话（母语）
English (C1)
日本語 （初級）
ภาษาไทย (พูด)
Eesti Keel (A1)
По-русски (A1)
Deutsch (A1 Studying)

Work Experiences

Feb 2015 - Current | GrowGen.xyz

Oct 2023 - Current: Astro

Rebuilt the website using Astro. Used Vercel as the hosting and CI/CD platform. RESTful API hosted on Cloudflare Workers.

Mar 2020 - Oct 2023: Gatsby

Refactored the website using Gatsby. Used GraphQL to connect with the backend. Travis was used as CI/CD abroad, and a self-hosted Jenkins in mainland China. Main language transitioned from JavaScript to TypeScript.

Feb 2015 - Mar 2020: Jekyll

Built a static website using Jekyll and jQuery.

Aug 2024 - Current | Studying at Tallinn University

Aug 2025: Hearing Aid

ESP32 wearable with ML support using MFCC and 2D CNN on Edge Impulse.

May 2025: Ninja Paws

Unity 3D game using Behavior Tree for Enemy AI.

May 2025: Tallinn University Tour

Built a webXR Tallinn University campus tour using Babylon.js.

May 2025: Baltic Kitchen Kaos

Hand-tracking Unity 2D game using Google's MediaPipe.

Mar 2025: Espresso

At TalTech Game Jam, created a Unity 2D platformer. Led a team with no prior experience to finish the game.

Feb 2025: Enchanted Wizard

At Godot XR Game Jam, independently built an XR shooting game.

Feb 2025: DisCoin

A disinformation learning game in Unity 2D with real-time data visualization.

Dec 2024: 3D Missile Command

Made a 3D Missile Command in p5.js with custom physics and colliders.

Jan 2024 - May 2024 | Pasa-Thai

A Duolingo-like Thai learning application built with Ionic.

Jan 2024 - Feb 2024 | Cost Count

A cross-platform expense tracker built with Expo.

Apr 2021 - Oct 2023

COVID period, traveled around China.

Sep 2019 - Mar 2021 | Aftership.com

Sep 2019 - Apr 2020 | Courier Information Service

Worked as a backend Node.js developer. Migrated company services from AWS to GCP.

Feb 2020 - Mar 2021 | Courier Crawler

Supported the Python team in crawling courier data.

May 2020 - Mar 2021 | Analytics Dashboard

Worked on Google Big Data to provide data visualization to clients.

Jun 2019 - Aug 2019 | Surf Helper

Crawled tide data and provided surf reports in mainland China.

Jul 2015 - May 2019 | Qunar.com

- Cashier Service
- Withdraw Service
- Bank Card Management
- Frontend Analytics
- Testing Tool

Education

Sep 2011 - Jun 2015 | Shenyang University of Technology

Bachelor in Computer Science

Aug 2024 - Current | Tallinn University

Master in Digital Learning Games