

12+ years engineering	5 key experiences	AI product workflow	Multi App / Web / Desktop / Backend
HIGHLIGHTS	01 Able to use AI tools across the full product workflow: requirements, product design, implementation, testing, copy, localization, assets, deployment, and iteration. 02 Able to ship products from zero to one, connecting apps, desktop tools, Web/Worker backends, and product sites into maintainable systems. 03 Hands-on with React, Next.js, TypeScript, Tailwind, Zustand, Redux RTK, Remotion, Three.js, GSAP, and modern frontend architecture.	04 Able to ship across the stack, including Flutter/Flame, Astro, Cloudflare Workers, Electron, NestJS, Spring Boot, PostgreSQL, Redis, and Docker. 05 Experienced in high-complexity product environments at Meituan, Alibaba, and Tmall, spanning growth systems, analytics governance, and live streaming technology.	

TECHNICAL STACK	Frontend & editors	Full-stack & backend
	React, Next.js, TypeScript, Tailwind, Zustand, Redux Toolkit, Remotion,	Node.js, NestJS, Java, Spring Boot, tRPC, Prisma, PostgreSQL, Redis,
	Three.js, GSAP, Storybook	Docker, Traefik
	Mobile & media	Product engineering
	iOS, Objective-C, Swift, React Native, RN, IJKPlayer, FFmpeg,	Indie product launches, Complex refactors, Video schema, Timeline, Undo/Redo, Prefetching, Analytics governance, DI, Component libraries, Product sites, Cloudflare Workers
VideoToolBox, AudioToolBox, GPUImage, RTMP		

EXPERIENCE	2025.08 - Present Remote Solvin Apps After Creatify.ai, started Solvin Apps as a self-founded product studio and independently built its product ecosystem across Flutter apps, Flutter/Flame games, Astro product sites, browser-local tools, and Cloudflare Workers deployment. - Music utilities: Solvin Tuner and Solvin Metronome for tuning, metronome timing, and everyday practice. - Cognitive and focus products: Neuro Recall and NexBlock for brain training, focus blocking, and offline-first use. - Mobile puzzle games: DropShift, Chromadots, Make 24 Rush, and Huebound across block, color-region, number, and color-flood puzzle formats. - Travel and utility products: PackListly plus browser-local tools for developer utilities, documents, image work, launch assets, and personal tracking. - Sites and infrastructure: www.solvin-apps.com, app catalog, bilingual resume page, PackListly site, merged tools site, sitemap, hreflang, JSON-LD, Iims.txt, and Cloudflare Workers deployment. - Engineering and automation products: neo-quant / neo-quant-client for stock data sync and analysis with a Tauri client, neo-tools as a personal Mac tool dashboard for app listing, screenshots, metadata, and store-upload workflows, and RunnerDeck / runner-manager for GitHub self-hosted runner control, accounts, and subscriptions. - Engineering pipeline: continued shipping private GitHub projects across Flutter apps/games, macOS/Tauri tools, Go/Rust backends, Astro/Worker sites, and release automation.	Founder / Indie Product Engineer
	2023.09 - 2025.07 Remote Creatify.ai · AI video ads platform · \$15.5M Series A in 2025 · \$23M total funding Remote - Frontend Lead Core frontend owner for AI video tools, renderer/player, editor, and shared UI systems while mentoring three junior frontend engineers. Owned major frontend work for AI video generation tools, a video editor, and shared product infrastructure. - Maintained and iterated link2video, batch mode, AI narration, AI avatar, text2video, and related AI tools. - Refactored shared step flows and tool logic to reduce brittle type-based if/else branches. - Built Remotion-based renderer capabilities for subtitles, media, CTA, animations, transitions, and config parsing. - Implemented editor features including asset CRUD, timeline basics, layer dragging, and undo/redo. - Moved UI work from scattered MUI and inline styles toward Tailwind-based components for buttons, inputs, dialogs, modals, toasts, and popovers.	
	2022.10 - 2023.04 Hangzhou / Remote Freelance Built several full-stack and client projects across mini programs, React Native, Electron, NestJS, Spring Boot, and local persistence. - Built fast16cc, an intermittent fasting mini program with timers, health records, ECharts trends, and a full-stack backend. - Built TheLookBook, a social app using React Native, MobX, InversifyJS, and Java Spring Boot. - Built an Electron desktop automation tool with React, tRPC, Prisma, and Playwright, focusing on failure handling, retry flows, and local data management.	Full-Stack Engineer

2020.10 - 2022.09 Beijing	Meituan · HKEX-listed local services & instant retail platform · 3690.HK	Frontend Engineer
	Primary owner for group leader foundational refactors and sales flows, including R2M removal, reach modules, and analytics governance.	
	Worked on Meituan Youxuan group leader products, covering foundational refactors, sales flows, micro-homepages, reach modules, and analytics governance.	
	• Drove a major group leader app revamp and R2M removal across home, profile, task, message, and reach modules. • Built foundational capabilities for user management, prefetching, caching, and DL. • Owned task, deputy leader, reach, announcement, push, and popup capabilities. • Built analytics reports, realtime monitoring, and governance rules to reduce missing events and key parameters.	
2017.03 - 2019.05 Hangzhou	Alibaba · Global commerce and cloud technology group · NYSE / HKEX listed	Java Engineer
	Backend engineer for Taobao member growth, covering Taobao Coins, member systems, member code, and the Starbucks gifting project.	
	Worked on Taobao member growth backend systems, including Taobao Coins, member code, Starbucks gifting, and My Taobao configuration.	
	• Built achievement, task, and merchant coin circulation features for Taobao Coins. • Maintained member-line configuration, Taobao value, member cards, JStorm tasks, and RxJava async refactors. • Contributed to the Starbucks gifting project in collaboration with transaction and logistics teams.	
2016.03 - 2017.03 Hangzhou	Zhejiang Tmall Technology · Alibaba Group B2C marketplace · brand retail / 11.11	iOS Engineer
	Core iOS engineer for Tmall Live playback and publishing, covering IJKPlayer, FFmpeg/X265, publishing SDKs, interactive overlays, and Double 11 event support.	
	Worked on Tmall Live iOS playback, publishing, and shared client modules across player, push SDK, interaction, Weex, and messaging.	
	• Integrated IJKPlayer, modified FFmpeg for X265, and maintained live interactions such as likes, comments, and floating overlays. • Built publishing SDK features with VideoToolBox, AudioToolBox, GPUImage, and rtmpdump while optimizing RTMP, buffers, and stutter detection. • Supported large live events on site, including music events and Double 11 live-streaming chain planning.	
2012.07 - 2016.01 Beijing / Shanghai / Hangzhou / Ningbo	Early Startup Experience	Full-Stack Developer
	Worked as a full-stack developer in early-stage mobile teams, primarily owning iOS/mobile delivery across beauty services, community, LBS, payments, image processing, utilities, and games.	
	• Beijing Xiaairen Technology: built the Dudu Manicure customer app in Objective-C and the manicurist app in Swift, covering foundation architecture and business delivery. • Shanghai Yupu Information Technology: led iOS iteration for Meimeidou, 37 Degree Man, and Linchu, experimenting with custom controls/libraries, ReactiveCocoa + MVVM, and Swift. • Hangzhou Souliu Information Technology: solo-developed Shouliwo iOS, covering community, map/POI, payments, posting flows, photo filters, and image editing. • Ningbo Guanglu Information Technology: independently built Riddle Master, CET4Listening, Go 9 Dan, Chinese Chess, Express Lookup, and Garden War - Plants Attack. • Main stack included Objective-C, Swift, ReactiveCocoa, Masonry, SnapKit, FMDB, MapKit, CoreLocation, GPUImage, Alamofire, and SDWebImage.	

EDUCATION	Zhejiang Wanli University B.S. Computer Science and Technology	2009 - 2013
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