

# Neo Wu

## Frontend Lead / Full-Stack Engineer

12+ years of engineering experience across frontend, Flutter, iOS, Java backend, and full-stack product work. After Creatify.ai, I independently built and launched the Solvin Apps product ecosystem across apps, games, online tools, and product sites.

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LOCATION [Open / remote-friendly](#)

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 utilities, lightweight Worker services, 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: product development mainly spans Flutter/Flame, Astro, Electron, NestJS, Spring Boot, and PostgreSQL, with deployment and ops work around Cloudflare Workers, Redis, Docker, and Traefik.
- 05 Experienced in high-complexity product environments at Meituan, Alibaba, and Tmall, spanning growth systems, analytics governance, and live streaming technology.

### EXPERIENCE

2025.08 - Present  
Remote

#### Solvin Apps

Founder / Indie Product Engineer

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, plus Cloudflare Workers deployment and site operations.

- 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](http://www.solvin-apps.com), app catalog, bilingual resume page, PackListly site, merged tools site, sitemap, hreflang, JSON-LD, llms.txt, plus Cloudflare Workers release and configuration maintenance.
- Engineering and automation tools: 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 service experiments, Astro/Worker sites, release automation, and infrastructure maintenance.

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

Full-Stack Engineer

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.

2020.10 - 2022.09 Beijing	<b>Meituan</b> · HKEX-listed local services & instant retail platform · 3690.HK	Frontend Engineer
	<b>Primary owner for group leader foundational refactors and sales flows, including R2M removal, reach modules, and analytics governance.</b>	
	<p>Worked on Meituan Youxuan group leader products, covering foundational refactors, sales flows, micro-homepages, reach modules, and analytics governance.</p> <ul style="list-style-type: none"> <li>• Drove a major group leader app revamp and R2M removal across home, profile, task, message, and reach modules.</li> <li>• Built foundational capabilities for user management, prefetching, caching, and DI.</li> <li>• Owned task, deputy leader, reach, announcement, push, and popup capabilities.</li> <li>• Built analytics reports, realtime monitoring, and governance rules to reduce missing events and key parameters.</li> </ul>	
2017.03 - 2019.05 Hangzhou	<b>Alibaba</b> · Global commerce and cloud technology group · NYSE / HKEX listed	Java Engineer
	<b>Backend engineer for Taobao member growth, covering Taobao Coins, member systems, member code, and the Starbucks gifting project.</b>	
	<p>Worked on Taobao member growth backend systems, including Taobao Coins, member code, Starbucks gifting, and My Taobao configuration.</p> <ul style="list-style-type: none"> <li>• Built achievement, task, and merchant coin circulation features for Taobao Coins.</li> <li>• Maintained member-line configuration, Taobao value, member cards, JStorm tasks, and RxJava async refactors.</li> <li>• Contributed to the Starbucks gifting project in collaboration with transaction and logistics teams.</li> </ul>	
2016.03 - 2017.03 Hangzhou	<b>Zhejiang Tmall Technology</b> · Alibaba Group B2C marketplace · brand retail / 11.11	iOS Engineer
	<b>Core iOS engineer for Tmall Live playback and publishing, covering IJKPlayer, FFmpeg/X265, publishing SDKs, interactive overlays, and Double 11 event support.</b>	
	<p>Worked on Tmall Live iOS playback, publishing, and shared client modules across player, push SDK, interaction, Weex, and messaging.</p> <ul style="list-style-type: none"> <li>• Integrated IJKPlayer, modified FFmpeg for X265, and maintained live interactions such as likes, comments, and floating overlays.</li> <li>• Built publishing SDK features with VideoToolBox, AudioToolBox, GPUImage, and rtmpdump while optimizing RTMP, buffers, and stutter detection.</li> <li>• Supported large live events on site, including music events and Double 11 live-streaming chain planning.</li> </ul>	
2012.07 - 2016.01 Beijing / Shanghai / Hangzhou / Ningbo	<b>Early Startup Experience</b>	Full-Stack Developer
	<p>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.</p> <ul style="list-style-type: none"> <li>• Beijing Xiaairen Technology: built the Dudu Manicure customer app in Objective-C and the manicurist app in Swift, covering foundation architecture and business delivery.</li> <li>• Shanghai Yupu Information Technology: led iOS iteration for Meimeidou, 37 Degree Man, and Linchu, experimenting with custom controls/libraries, ReactiveCocoa + MVVM, and Swift.</li> <li>• Hangzhou Souliu Information Technology: solo-developed Shouliwo iOS, covering community, map/POI, payments, posting flows, photo filters, and image editing.</li> <li>• Ningbo Guanglu Information Technology: independently built Riddle Master, CET4Listening, Go 9 Dan, Chinese Chess, Express Lookup, and Garden War - Plants Attack.</li> <li>• Main stack included Objective-C, Swift, ReactiveCocoa, Masonry, SnapKit, FMDB, MapKit, CoreLocation, GPUImage, Alamofire, and SDWebImage.</li> </ul>	

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**EDUCATION**

**Zhejiang Wanli University**  
B.S. Computer Science and Technology

2009 - 2013