

Yifeng Wang

i@ewind.us | github.com/doodlewind | [twitter@ewind1994](https://twitter.com/ewind1994)

SUMMARY

As a Web developer and tech influencer, I'm experienced in building various kinds of Web-based productivity tools, designing Web editor frameworks, diving into Web specs, giving talks on tech conferences like [QCon+](#), [GMTC](#) and [D2](#), contributing to OSS projects and writing [tech blogs](#). I'm also the translator of [JavaScript: the First 20 Years](#) (Chinese version).

WORK EXPERIENCE

Xiamen, China; Gaoding Inc., Senior Web developer (2018/01 - Present)

Leading the graphics design editor team, developed features including real-time collaboration, 3D text (with custom [WebGL renderer](#)) and TDD framework.

Built Skia-based canvas runtimes on iOS/Android with QuickJS and Dart VM ([blog](#)).

Led the business partnership with [Photopea](#) editor, got [exclusive Chinese license](#).

Xiamen, China; Meituan-Dianping Inc., Web developer (2017/05 - 2018/01)

Creator of Citadel editor, the enterprise wiki editor for Meituan-Dianping. Got 20+ PR merged into the editor framework ([Slate](#), 23.5k star) upstream.

Hefei, China; iFlytek Co., Ltd., Web developer (2016/07 - 2017/05)

Built Web admin for iFlytek's speech recognition SDK. First to introduce Webpack-based tech stack into projects. Awarded Newcomer of the Year.

SKILLS

Familiar with a particular subset of JavaScript, TypeScript, Rust, and C/C++.

Experienced in implementing HTML5 Canvas spec, customizing WebGL pipeline, building JavaScript runtime and maintaining Web editor frameworks.

Average understanding of Web UI frameworks (Vue, React, etc.).

MISCELLANEOUS

Patents licensed (CN): ZL 2019 1 0846361.0 (*An Approach Viewing 3D Text*), ZL 2018 1 1336345.9 (*An Approach Adjusting Font Effect*)

Non-trivial contributions to OSS projects: [Slate](#) (React-based rich text editing framework), [Yjs](#) (CRDT library for shared editing), [skr-canvas](#) (HTML5 Canvas implementation for Node.js) and [Txiki](#) (JavaScript runtime based on QuickJS).

Novel personal projects: A custom React [renderer](#) targeting SSD1306 OLED chip; a Mocha (first JavaScript engine written in 1995) [port](#) to WASM; QuickJS engine ports for MIPS [handheld game console](#) and [Sony PSP](#); a hash-based [history state manager](#), a Rubik's Cube [renderer and solver](#) within 10KB; a Chip-8 [emulator](#) for Web.

EDUCATION

University of Science and Technology of China, Hefei, China

B.S. Information Security, 2016