

Like Zheng

Software Engineer

✉ like@ekil.sh 🔄 ekil1100 in likezheng 🌐 like

About

I have 5 years of software development experience, with a strong focus on front-end development. I also have experience in product design, and have dabbled in UX and UI design. I place great emphasis on user experience, which has driven me to learn more about design-related knowledge. I highly value teamwork and have successfully built a 6-person front-end team with an agile culture from scratch.

Skills

System Development

Junior

C++

Front-end

Senior

JavaScript

TypeScript

NextJS

ReactJS

GraphQL

Back-end

Senior

NodeJS

PostgreSQL

Prisma

NextJS

GraphQL

Mobile

Intermediate

Flutter

Dart

DevOps

Intermediate

Docker

AWS

AliCloud

Vercel

Serverless

Project Management

Intermediate

Agile

Scrum

Linear

Experience

“Huawei - OpenHarmony

Aug 2023 - Present

Runtime Developer

Hangzhou, China

Developer of ArkTS AOT compiler and its runtime.

- Optimized tryldglobalbyname bytecode using IR.
- Fix bugs in the ArkTS AOT compiler.

“ByteArk Tech Ltd.

Aug 2021 - Apr 2023

Technical Lead

Hangzhou, China | Remote

Participate in Filecoin community interactions and collect and process community information; design and develop applications based on Filecoin and IPFS.

- Managed an agile team of 5 members, including 2 front-end developers, 2 back-end developers, and 1 UI designer.
- Designed and participated in the development of a cloud storage prototype based on Filecoin and IPFS.
- Designed and participated in the development of a Filecoin Remote Sealing Platform (Sealing-as-a-Service).
- Published Filecoin Weekly newsletter (internal), featuring content such as Filecoin-related news, offline events, code updates, articles, and videos. Successfully released 15 issues, with over 500 cumulative views.

“Muri Tech Ltd.

Mar 2021 - Jul 2021

Front-End Lead

Hangzhou, China

Optimized Git workflow and advanced the construction of the front-end design system, which led to an early promotion to Front-End Lead.

- Managed a 5-person front-end team responsible for developing and maintaining web applications.
- Implemented a new Git workflow (based on Trunk-Based Development), reducing bugs caused by code conflicts.
- Migrated legacy UmiJS code to NextJS and performed refactoring, optimizing SEO through SSR; reduced package size by 10%; and improved development experience.
- Introduced Directus CMS and NextJS Preview Mode features, reducing backend development workload by 10%; streamlined the process for updating copy and images, reducing the time from 1 day to 10 minutes.

ByteArk Tech Ltd.

Feb 2019 - Feb 2021

Front-End Lead

Hangzhou, China

Promoted to Front-End Lead after probation, responsible for formulating front-end standards and architectural design.

- Managed an 8-person front-end team, responsible for developing and maintaining web applications, mobile applications, and WeChat mini-programs.
- Established development processes and standards, including Git workflow guidelines, code Lint rules, code review guides, and front-end design systems.
- Researched agile development methodologies and put them into practice, improving team efficiency and producing over 10,000 words of documentation.

Ningbo Port Information and Communication Ltd.

Aug 2018 - Jan 2019

Front-End Developer

Ningbo, China

Developed and maintained a port declaration system website, using a technology stack of Java and ExtJS.

- Introduced polyfills for grid and flex, ensuring compatibility with IE11 while optimizing the development experience.

Projects

Ark eTS runtime

Aug 2023 - Present

Runtime Developer

Huawei - OpenHarmony

C++ ArkTS EcmaScript Compiler AOT JS Runtime

The Ark eTS runtime is the default ArkTS language runtime on OpenHarmony. It supports standard libraries defined by the EcmaScript specification and efficient container libraries, provides full C++-interactive ArkTS NAPIs and a variety of high-performance garbage collectors, and drives OpenHarmony applications in the age of the Internet of Everything.

- Optimized tryldglobalbyname bytecode using IR.

MePrint

Mar 2021 - Jul 2021

Front-End Lead

Muri Tech Ltd.

React NextJS React Query Emotion DirectusCMS

An AI-based clothing pattern design platform.

- Migrated legacy UmiJS code to NextJS and performed refactoring, optimizing SEO through SSR; reduced package size by 10%; and improved development experience.
- Introduced Directus CMS and NextJS Preview Mode features, reducing backend development workload by 10%; streamlined the process for updating copy and images, reducing the time from 1 day to 10 minutes.
- Implemented react-query, reducing the complexity of state management and enhancing both user experience and development experience.

Dragonfly

Oct 2020 - Nov 2020

Product Manager & Front-End Lead

ByteArk Tech Ltd.

Vue NodeJS Go Powergate IPFS Lotus

A docker image storage service.

- The project won the first prize in the first phase of the Filecoin Slingshot competition.
- Modified Powergate's source code to enable the import of offline transactions into the database.
- Delivered a project presentation at the Closing Ceremony ([video link](#)).

Matrix

Sep 2019 - Jan 2020

Front-End Lead

ByteArk Tech Ltd.

Flutter Taro React Fastlane

A mining equipment management system client.

- Built a multi-platform mobile application using Flutter.
- Automated the release process using Fastlane.

Arc

Sep 2019 - Jan 2020

Front-End Lead

ByteArk Tech Ltd.

TypeScript React Rollup Emotion Storybook Jest

A design system focusing on user experience and usability.

- Researched and analyzed over 10 design systems.
- Developed more than 10 components, which have been successfully used in production environments.

Education

University of Guelph

Sep 2012 - Feb 2018

Bachelor of Computer Engineering

Languages

Chinese Native speaker English Fluent

<https://resume.ekil.io>

December 6, 2023 at 8:29:49 PM