

Like Zheng

Software Engineer

✉ like@ekil.sh  [Gitee](#)  [Github](#)  [Blog](#)

About

Software engineer with experience in JS compiler backend, web development, and app development. Led a front-end team for 3 years.

Skills

System Development

Intermediate

C++

Front-End Development

Senior

JavaScript

TypeScript

NextJS

ReactJS

Back-End Development

Senior

NodeJS

PostgreSQL

Python

Mobile Development

Intermediate

Flutter

Experience

OpenHarmony, Huawei

Aug 2023 - Present

Software Engineer (OD)

Hangzhou

JS engine development, responsible for the maintenance and optimization of the PGO module, as well as the instruction optimization of the AOT compiler.

- AOT compiler IR optimization.
- PGO module stability issue point of contact.

ByteArk Tech Ltd.

Aug 2021 - Apr 2023

Technical Lead

Hangzhou | 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.
- 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

Established and optimized the Git workflow, promoted the construction of the front-end design system.

- 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 issues introduced by code conflicts.
- Migrated legacy UmiJS code to NextJS and performed refactoring, optimizing SEO through SSR; reduced package size by 10%; and improved both development and user experience.
- Deployed Directus CMS, achieving WYSIWYG through NextJS's Preview Mode feature, facilitating real-time updates by operations, while reducing backend development workload by 10%; simplified 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

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, Git workflow guidelines, Lint rules, code review guides, and built the front-end design system.
- 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

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

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

Projects

Ark eTS runtime

Aug 2023 – Present

Software Engineer

OpenHarmony, Huawei

C++ ArkTS EcmaScript Compiler AOT PGO 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 complete C++ interactive ArkTS NAPI and various high-performance garbage collectors, driving OpenHarmony applications in the Internet of Everything era.

- Implemented IR optimization for AOT tryldglobalbyname bytecode.
- Implemented IR optimization for AOT stprivateproperty and ldprivateproperty.
- Clarified the state relationship between PGO and GC, fixing potential multi-threading issues.

MePrint

Mar 2021 – Jul 2021

Front-End Lead

Muri Tech Ltd.

React NextJS React Query Emotion DirectusCMS

An AI-based platform for clothing pattern design.

- 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's Preview Mode feature, reducing backend development workload by 10%; streamlined the process for updating copy and images, reducing the time from 1 day to 10 minutes.
- Introduced react-query, reducing the complexity of state management, improving both user and development experience.

Dragonfly

Oct 2020 – Nov 2020

Front-End Lead & Product Design

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 client for a mining equipment management system.

- 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 over 10 design systems.
- Developed over 10 components and successfully used them 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>

April 29, 2025