

Kenjiding

Senior Full Stack Engineer
7 Years of Experience

CONTACT

- Work Visa, Expiry: 09-2028
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- 100+ star open-source project

EDUCATION

University of Shao Guan Bachelors Degree 2013/09 - 2017/09

TECHNICAL SKILLS

Frontend

JavaScript TypeScript
React Vue Nextjs Webpack
Vite Tailwind
Micro Frontend

Backend

Nodejs JAVA Nestjs Koa

Professional Summary

Experienced Senior Web Frontend Engineer with a 7-year track record in developing innovative web solutions.

Familiar with developing for various platforms, including desktop, mobile, and web. Skilled in full-stack development, microservices, and cloud technologies.

Passionate about exploring new technologies, improving code quality and adopting agile methodologies.

Work Experience

International e-commerce independent website

2023/06 now

- Designed and optimized a high-concurrency ordersnapping service using Node.js, Redis, and RabbitMQ, leveraging Lua scripts, distributed locks, and async queues to reduce order processing latency from 200ms to 50ms, stably handling 100,000 requests per second.
- Enhanced SEO for a Next.js e-commerce platform by implementing incremental static regeneration (ISR) and dynamic sitemap generation, improving page load speed by 30% and increasing organic search visibility.
- Using Lambda Serverless architecture to deploy Next.js applications, optimizing scalability and 40% cost reduction. Front-end resources hosted on S3 and CloudFront are efficiently distributed via CDN routing.
- Implemented GitLab CI/CD pipeline to efficiently achieve automated deployment and regression testing, enhancing development and operational efficiency.
- Deployed scalable and high availability full-stack services on AWS with EC2, Load Balancer, and Auto Scaling Groups; leveraged Docker for containerized

Express Trpc RabbitMQ
MySQL MongoDB Redis

DevOps & Others

AWS Git Action GitLab
Jenkins Docker Nginx
Cypress Jest Electron
React Native

- deployment and **Nginx** for efficient traffic routing, enhancing system performance and responsiveness.
- Integrate Cypress E2E testing and Lighthouse CI for comprehensive testing and performance monitoring, Greatly improved the fault tolerance and maintainability of the project, keep consistently high performance LCP scores above 85 points.

Tencent Technology

2021/05 - 2023/03

BI Visualization Low-code Platform

This is a low-code SaaS platform that allows for the construction of visual pages through a drag-and-drop method.

- Responsible for core rendering engine, system
 design, maintenance, and code review of low-code BI
 visualization platform, Built a remote plugin system
 and CLI scaffold, streamlining development workflows
 and boosting efficiency.
- Built a serverless service using Node.js to generate
 web page screenshots with Puppeteer and
 automatically push them to users, enabling low-cost,
 maintenance-free automation.
- Collaborated on developing a full-link data processing SASS platform, responsible for building the micro frontend engineering framework and handling the integration issues of React and Vue sub-projects, Resolved complex dependency and state management challenges, enhancing system reliability.
- Led the development of the company's internal business component library, supporting both full and on-demand imports, enhance the reusability of the same components across different projects, accelerating feature delivery.
- Led the splitting of a large-scale project into monorepo multi-package management, making it easier to maintain and decouple. Implemented multiversion build solutions for the SASS platform.

44 Live, Bigo Live Technology 2019/04 - 2021/04

Data Content Processing Platform Developer

- Maintaining the core logic of the enhanced webRTC interactive live component
- Enhanced project build performance, achieving an 16MB reduction in package size and a notable increase in build access speed.
- Responsible for developing and maintaining the internal YY live data content processing platform, as well as audio and video streaming playback.
 Participated in the engineering of remote public library sharing using module federation.
- Led the refactoring of the PC project into a responsive project to meet the needs of mobile office work.

Rapeseed Flower Game Technology

2018/02 -2019/03

Game Store Management System (Desktop)

- Developed a reusable Electron printing component and enhanced frontend data caching with IndexedDB and WebSocket.
- Optimized UI animations and image uploads using requestAnimationFrame and canvas-based compression for improved performance.