



JINGE JIN

Senior Software Developer

Date of Birth:
June 27, 1987

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EDUCATION

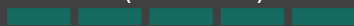
August 2008 - July 2012
B.Eng: Computer Science
National University of Singapore

LANGUAGES

English



Chinese (Mandarin)



WEBSITES

<https://jinge-jin.vercel.app>

SUMMARY

Senior software developer with 13+ years of experience building scalable, high-performance applications across cloud, Web3, gaming, and mobile platforms. My recent work includes developing full-stack features for BeamNG's real-time simulation ecosystem and engineering on-chain components, NFT systems, and Layer-2 infrastructure for SpaceFi. I have deep experience designing robust backend services, crafting efficient APIs, implementing CI/CD workflows, and working with modern JavaScript frameworks, Python, and cloud-native architectures. With a background that spans Unity game development, mobile engineering, and smart contract development, I bring a versatile, end-to-end approach to system design—focusing on clean engineering, reliability, and delivering polished user experiences across the entire stack.

WORK HISTORY

March 2024 - Current

BeamNG GmbH - Full Stack Engineer, Remote
Germany

- Led full-stack development initiatives that support BeamNG's real-time soft-body physics engine, simulation tools, and online services used by entertainment, research, and commercial clients.
- Architected and delivered scalable backend modules, microservices, and API integrations enabling efficient data exchange with the physics engine, telemetry systems, and user-facing applications.
- Built modern UI/UX components and dashboards to improve internal workflows, developer tooling, and community-facing features.
- Enhanced system reliability and deployment pipelines using CI/CD principles, ensuring high-quality, maintainable releases across distributed environments.
- Collaborated with global engineering teams in a culture centered on transparency, creativity, and continuous learning while contributing to BeamNG's long-term technical roadmap.

April 2023 - February 2024

SpaceFi - Web3 & NFT Developer, Remote
United States

- Designed and implemented smart contracts supporting SpaceFi's DEX, NFT marketplace, Spacebase, and Launchpad on zkSync Layer-2.
- Developed full-stack Web3 features including wallet

integration, transaction workflows, and blockchain-based user interactions.

- Collaborated with product and engineering teams to enhance DeFi mechanics, NFT utilities, and platform security.
- Ensured contract reliability through testing, audits, and optimization for gas efficiency on zkSync.

February 2020 - April 2023

SpaceFi - Smart Contract Developer, Remote

United States

- Designed and implemented smart contracts for SpaceFi's DeFi ecosystem, supporting DEX liquidity, NFT management, Launchpad token sales, and Spacebase staking mechanisms.
- Delivered robust contract architectures with attention to security, gas efficiency, and modular interoperability across Layer-2 environments.
- Built and upgraded on-chain components based on evolving Layer-2 features and product requirements.
- Performed contract testing, debugging, and audits to ensure reliability and prevent vulnerabilities.
- Worked closely with full-stack developers and product teams to integrate contract logic with the Web3 frontend.

January 2017 - January 2020

Skyrus - Full Stack Developer, On-site

Singapore

- Designed and implemented core components of Skyrus' cryptocurrency ecosystem, including its token swap system, centralized exchange modules, admin dashboards, and public-facing website.
- Built full-stack features using modern frontend frameworks, secure backend services, and blockchain node/wallet integrations to support trading, account management, and real-time transaction updates.
- Developed robust APIs for order handling, user authentication, trading pairs, and liquidity functions, prioritizing performance and security.
- Optimized frontend UX for trading and asset management while ensuring compatibility across devices.
- Worked closely with business and technical teams to launch exchange features, improve stability, and support product scaling.

October 2014 - December 2016

Kurechii Studio - Unity Game Developer, On-site

Malaysia

- Developed core gameplay features for Postknight 2, including combat mechanics, leveling/progression, quests, item systems, and enemy behaviors.
- Designed and implemented Unity C# scripts for player control, skill interactions, reward systems, UI transitions, and in-game economy balancing.
- Optimized performance for mobile platforms, improving frame rate, memory usage, and loading times for a smoother user experience.
- Collaborated with multidisciplinary teams (design, art, audio) to translate concepts into polished gameplay that aligned with the studio's creative vision.
- Supported playtesting cycles, bug fixing, feature iteration, and refinement leading up to release milestones.

October 2012 - October 2014

StarHub Limited - Mobile App Developer, On-site

Singapore

- Assisted in developing and maintaining StarHub mobile applications including giga!, StarHub App, StarHub Prepaid App, and StarHub Business App.
- Implemented UI components, basic app features, and bug fixes for both iOS and Android platforms.
- Supported integration of APIs for login, user accounts, usage tracking, and prepaid services.
- Worked closely with senior developers to test features, troubleshoot issues, and improve app performance.
- Contributed to routine app updates, code reviews, and QA cycles as part of the mobile engineering team.

SKILLS

Teamwork & Communication



Problem Solving



Android & iOS



Flutter / React Native



Unity Game Development



C# Gameplay Programming



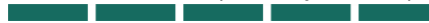
Full Stack Development



RESTful & GraphQL API



Smart Contract (Solidity / EVM)



Web3 DApp & DeFi



NFT (ERC-721 / ERC - 1155)



Blockchain



AWS / GCP / Azure



CI/CD



Docker & Kubernetes



Microservices



Python / Nodejs / Go



Database (SQL / NoSQL)



Agile / Scrum



Git / GitFlow



CERTIFICATIONS

- Meta Front-End/Full-Stack Engineer Certification
- Frontend Developer (React)
- Solidity Developer Certification