

# Jiandong Wei

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## SUMMARY

Senior Full-Stack Engineer with 25+ years of experience architecting and delivering scalable SaaS platforms, real-time streaming systems, and AI-powered mobile/web products. Built and operated systems supporting **10k+ concurrent users**, integrated **Vertex AI** into production workflows, and deployed cloud-native applications across **GCP Cloud Run, Firebase, and AWS**. Strong ownership mindset with end-to-end delivery across architecture, backend, frontend, DevOps, and production reliability.

## CORE COMPETENCIES

- Full-Stack Development · Distributed Systems · Realtime Architecture · Microservices
- Scalability · Performance Optimization · API Design · Authentication · CI/CD
- Cloud Platforms (GCP, Firebase, AWS) · Observability · SLO/SLA Design
- AI/ML Integration (Vertex AI) · Web3 · Mobile Development (iOS/SwiftUI)

## TECHNICAL SKILLS

**Frontend:** React, Next.js, TypeScript, JavaScript (ES6+), Material UI, SCSS/CSS3

**Backend:** Python, Node.js, PHP, MySQL, PostgreSQL, NoSQL

**Cloud & DevOps:** GCP Cloud Run, Firebase, Vertex AI, AWS EC2/RDS/S3, Docker, Linux, Nginx, Apache, GitHub Actions

**APIs:** REST, GraphQL, gRPC

**Other:** SwiftUI, C/C++, Rust, Java, Web3

**Languages:** English, Chinese

## EXPERIENCE

### Lead Engineer — Independent Projects

*Vancouver, BC · Jan 2021 — Present*

Architected and delivered multiple AI-powered iOS and web applications using Next.js, Node.js, Firebase, and Vertex AI. Full ownership of product design, backend architecture, frontend development, cloud deployment, and production operations.

- Built and launched **6+ production applications**, each deployed on scalable serverless infrastructure (Cloud Run + Firebase).
- Implemented **session-based AI chat**, multimodal recognition, and personalized learning pipelines using Vertex AI.
- Reduced infrastructure costs by **~40%** through Cloud Run autoscaling and optimized cold-start strategies.
- Designed reusable frameworks and CI/CD pipelines enabling rapid iteration and multi-app deployment.

### **Selected Products**

#### **SnapKitchen** — [snapkitchen.app](#)

- Built food recognition and meal recommendation engine using Vertex AI multimodal models; achieved **95%+ classification accuracy** in testing.

#### **SmartSpark** — [smartspark.app](#)

- AI-generated quizzes and personalized learning paths for elementary students; improved quiz generation latency by **60%** via optimized prompt pipelines.

#### **GGC Live** — [ggclive.com](#)

- Real-time creator engagement companion app with WebSocket-based interactions; supported **5k+ concurrent viewers** during peak events.

#### **SparkStack** — [sparkstack.ca](#)

- Next.js + Firebase framework with plugin/theme system and **sessioned AI chat demo**; deployed on Cloud Run with automated CI/CD.

#### **LivingWaters** — [livingwaters.biz](#)

- Web + iOS platform connecting licensed nurses with customers for mobile IV therapy. Implemented booking flows, personalized vitamin formulations, and nurse-verified treatment workflows. Delivered HIPAA-aligned architecture with secure serverless APIs.

### **Lead Engineer — Monad.Social**

*Remote (Company based in Los Angeles, CA) · Jan 2020 — May 2025*

Led full-stack development for a Web3 membership-powered live-streaming platform.

- Architected real-time streaming and interaction systems supporting **10k+ concurrent users**.
- Built the world's first "**Dance to Earn**" motion-tracking dance floor using mobile sensors and token rewards, increasing creator engagement by **~35%**.
- Integrated Vertex AI for automated content generation and moderation, reducing manual review workload by **~50%**.
- Designed microservices and APIs across GCP Cloud Run, Firebase, AWS EC2/RDS, and Linux/Nginx.
- Improved system reliability with observability dashboards (Cloud Logging + custom metrics) and SLO-based alerting.

## Senior Full-Stack Engineer — EDM.me

*Vancouver, BC · Jan 2012 — Jan 2021*

Built a music platform enabling artists to monetize beyond traditional track sales.

- Designed and implemented full-stack architecture (Node.js, PHP, MySQL) for artist tools and fan engagement.
- Delivered real-time interaction features that increased session duration by **~20%**.
- Migrated legacy components to cloud-native services, improving deployment **3x** speed.

## Senior Software Engineer — Global Gaming League (GGL)

*Los Angeles, CA · Jan 2007 — Dec 2011*

Developed esports tournament systems and real-time scoring infrastructure.

- Built scoring and player-management APIs used during high-traffic gaming events with **millions of requests/day**.
- Reduced scoring latency by **~30%** through optimized data models and caching strategies.

## Senior Software Engineer — MIS Systems

*Beijing, China · Jan 2002 — Dec 2006*

Developed enterprise MIS modules, reporting systems, and workflow automation.

- Built business-critical reporting pipelines used by **100+ enterprise clients**.
- Automated workflows that reduced manual processing time by **~50%**.

## EDUCATION

**MSc, Internet Technology** — Aston University, UK · 1999 — 2000

**BSc, Computer Science** — North China Electric Power University, China · 1995 — 1999