Zhengxuan Liu

Full-Stack Engineer | React/TS · Node/Fastify · Go APIs · iOS

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Summary

Product-minded full-stack engineer. I have shipped React/TypeScript consoles, Fastify/Node services with WebSocket streaming, Go APIs with auth and usage metering, and native iOS clients. I can take a feature from data model and API contract through UI, release and production debugging. The tools and APIs I shipped are used by 10k+ B2B tenants at ~80M requests/day.

Skills

- **Frontend**: React, TypeScript, Vite, HTML/CSS, WebSocket clients
- **Backend**: Go (Gin/GORM), Rust, Node.js / TypeScript, Fastify, REST, OpenAPI / JSON Schema, SSE / WebSocket, JWT / auth, SQLite / PostgreSQL / Redis
- **Architecture**: SDK abstraction, Module boundaries, Unidirectional data flow, Plugin/extension points, API contracts, State management

Experience

Xiaoe Inc. — SaaS for online education — Software Engineer (Client & Platform)

2023.10 – Present

- Designed the native ↔ H5 bridge protocol (lifecycle, auth sync, data return, event dispatch) and moved WebView handling into the container layer, removing duplicated page-level glue code.
- Led SDK-ization of a monolithic client: split the core business flow into domain modules with extension points, so new tenants onboard through configuration and plugins instead of forking the main app.
- Mentored 3 engineers and ran design reviews for client and platform work; introduced a lightweight RFC and release checklist used by two teams.

PacPort (Japan) — remote SaaS (part-time) — Full-Stack Engineer (iOS + Backend)

2023.10 – 2024.10

- Added backend endpoints, auth and third-party integrations; kept API contracts documented and covered by smoke tests.
- Built iOS features and Go/Node APIs for a Japan-based SaaS product, owning features end to end from API contract to App Store release.

Zhilehuo Technology — education apps — iOS Developer

2023.05 – 2023.10

- Abstracted shared page structure, API access and UI components across apps, reducing duplicate implementations for similar features.

Projects

Remote iOS development platform · 2026

- Fastify/TypeScript control plane + React/Vite web IDE + macOS simulator runtime: WebSocket streaming, one-session-per-user, capacity rejection (429), and an irreversible cleanup state machine.

- Operator APIs with allowlist auth, deterministic policies, health/capacity endpoints and Vitest end-to-end coverage.

React/TypeScript internal console · 2025 – 2026

- React + TypeScript + Vite admin surfaces with REST integration, auth-aware routing and data tables for operations.

Coding-agent session service · 2026

- Node/TypeScript zero-dependency service that wraps local coding agents: streaming deltas, tool-call cards, a permission-approval loop, slash commands and multi-session isolation by working directory.
- Session persistence and reconnect replay, per-turn watchdogs, and browser–server–browser topology for remote access.

Education

South China Agricultural University — B.Eng. in Computer Science · 2020.09 – 2024.06 · GPA 3.8/5 · Top 10%

Awards

- ByteDance iOS Advanced Camp — team ranked #1, "Best of the Best" award (2022)
- Top 10 student startup team, South China Agricultural University (2023)