

# Haoyu Dong

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## Skills

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- Experienced in full-stack development with React, Vue.js, TypeScript, Node.js, MySQL, MongoDB.
- Experienced in web scraping and automation using Puppeteer.
- Knowledge of basic DevOps in Docker containerization, Jenkins pipelines, GitHub Actions, Cloudflare.
- Skilled in team collaboration tools like Notion, GitHub, and design tools like Figma, Blender.

## Work Experience

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### Famous Raise Ltd

2024/09 – 2024/10

Full Stack Developer Intern (Remote)

Hong Kong

- Building a generic blog crawler backend API with Express.js, MongoDB, Puppeteer.

### PKU-Changsha Institute for Computing and Digital Economy

2023/07 – 2024/07

Web Developer

Changsha, China

- Core developer for a large language model chatbot and several data visualization projects.
- Designed CI/CD multi-environment deployment pipelines for our most JavaScript projects.

### Tencent Music Entertainment

2022/05 – 2022/10

Web Developer Summer Intern

Shenzhen, China

- Responsible for several high-traffic pages, including the live room widget and leaderboard in QQ Music and WeSing.

## Projects

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### Feeder

[🔗 Demo](#)

- Architected a scalable blog content aggregation API using Puppeteer and Node.js, enabling automated content extraction through configurable URL patterns and CSS selectors.
- Implemented AI-powered article summarization feature to generate concise content previews, enhancing user reading experience.
- Designed error handling with BullMQ job queue system for failed scraping attempts, ensuring reliable content delivery through automated retry mechanisms.

### Large Language Model Chatbot

[🔗 Demo](#)

- Responsible for implementing key features such as user system, image/text chatting, literature search, and plugin systems.
- Utilized SSE for streaming text output. Managed server state with React Query and implemented optimistic updates to enhanced user experience.

### Data Visualization Projects

[🔗 Demo](#)

- Developed interactive features including charts, world maps, and other dynamic visual effects using ECharts.
- Performance optimization techniques for loading 3D models, such as model compression, removing faces and baking textures.
- Using Three.js and GSAP to achieve smooth transitions between different perspectives of the scene.

### Comments

[🔗 Demo](#)

- My open-source project, this is a comment system that users can deploy it themselves and host it on their website.
- This project has garnered over 50 stars on [GitHub](#) and was featured in [Ruan Yifeng's Weekly](#)

### Others :

- Contributed PRs to [Node.js](#) and [React.js](#).
- Published one SCI paper and three patents during school and company.

## Education

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### Hong Kong Metropolitan University

2024/09 – 2025/09

Master of Computing in Computer Science

Hong Kong

- The Katie Shu Sui Pui Charitable Trust – Research Training Fellowship in 2024

### ShenZhen University

2020/09 – 2023/06

Master of Science in Materials Science and Engineering

Shenzhen, China

### Hunan University of Technology

2016/09 – 2020/06

Bachelor of Science in Construction Environment and Energy Application Engineering

Zhuzhou, China