

Contact

Melbourne
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Top Skills

Software Engineering
Cloud Computing
Amazon Web Services (AWS)

Languages

English (Full Professional)
Cantonese (Native or Bilingual)
Mandarin (Native or Bilingual)

Certifications

CSP Roasting-Foundation
Womin Djeka Indigenous Orientation
CSP Roasting-Intermediate
Verified International Academic Qualifications
CSP Brewing-Intermediate

Vincent ZHAO

Software Engineer | Unity Developer | Full-Stack Engineer |
Technical Project Manager | RMIT Tutor | 10+ Years in Games, UX
& Interactive Media
Docklands, Victoria, Australia

Summary

I am a software engineer and technical project manager with 10+ years of experience developing commercial games, interactive media, and large-scale digital products across Hong Kong and the UK. My work spans game development, multiplayer system design, UX-focused product design, and cross-disciplinary team leadership in fast-paced production environments.

Recently, I expanded my expertise through RMIT coursework and self-directed learning into modern full-stack and cloud technologies, including:

React.js, Redux, Tailwind CSS, Framer Motion, Node.js, Express.js, MySQL, MongoDB, AWS EC2/Lambda/DynamoDB/S3, Docker, GitHub Actions automation.

I enjoy bridging engineering and design, improving user experience using data-driven insights, and supporting teams through clear communication and structured project planning. I currently tutor Software Engineering Project Management at RMIT University while completing my Master of Information Technology.

Open to opportunities in:

Software Engineering • Game Development • Full-Stack Engineering
• Technical Project Management • EdTech

Experience

RMIT School of Computing Technologies

Part-time Tutor

February 2025 - Present (1 year)

Melbourne, Victoria, Australia

- Conduct workshops on Agile, Scrum, project planning, and engineering best practices.

- Mentor students through sprint planning and teamwork.
- Assess assignments and guide student teams in applying modern development workflows.

DigitCube.com Limited

8 years 6 months

Project Manager

April 2022 - February 2023 (11 months)

London Area, United Kingdom

- Supported company relocation to the UK and helped establish the London development team.
- Recruited engineers and designers and adapted team workflows to the UK's engineering culture.
- Refactored internal tools and UI components using React to align with modern development standards.

Project Manager

February 2021 - April 2022 (1 year 3 months)

Yau Tsim Mong District, Hong Kong SAR

- Led development of multiplayer casino games and mobile platforms.
- Coordinated designers, client-side developers, backend engineers, QA, mathematics, and marketing teams.
- Defined socket communication structures and guided client-server integration.
- Analysed user data to improve gameplay, retention, and monetisation.
- Directed production workflows, schedules, task breakdowns, and incident response.

Notable products: YoPlay Platform • Fish Hunter

Senior Analyst Programmer

September 2014 - February 2021 (6 years 6 months)

Yau Tsim Mong District, Hong Kong SAR

- Developed multiplayer casino games for iOS, Android, and web.
- Implemented core client-side gameplay and supported backend engineers with protocol design.
- Prototyped visual effects and optimised pipelines for designers.
- Built configuration systems and client integration APIs.
- Analysed user behaviour for UX improvements and monetisation tuning.

Notable products: Baccarat • Asia Gaming Slot Series • YoPlay Platform • 金牛元帥 • Red Dragon Poker • 零用钱大冒險

Emagist Entertainment Limited

Game Developer

January 2013 - September 2014 (1 year 9 months)

Kwun Tong District, Hong Kong SAR

- Developed and maintained Ninja Saga for Facebook and mobile.
- Rebuilt the game for iOS and Android using Unity3D.
- Created in-game campaigns, improved monetisation through analytics, and designed cross-platform architecture.
- Mentored junior developers and improved development workflows.

Notable products: Ninja Saga(Facebook + Mobile)

Rullingnet Corporation Limited

Game Programmer

March 2012 - January 2013 (11 months)

Cyberport, Hong Kong SAR

- Built educational games for the VinCi Tablet (Android).
- Developed internal tools and mini-apps for online campaigns.
- Created an online store for product sales and marketing.

Releases (US/CA markets): How Many Pins? • I Know 100! • Being Considerate • Playground

VTech Eletronics Ltd.

Game Designer

July 2010 - March 2012 (1 year 9 months)

Tai Po District, Hong Kong SAR

- Designed educational games for V.Smile Motion, V.Reader, and InnoTab.
- Collaborated with licensors (Disney, Pixar, Sanrio) for IP compliance.
- Designed UX flows, logging components, and marketing trailers.
- Contributed to UX planning for the InnoTab tablet.

Releases (US/UK/EU markets): Cars 2 • Hello Kitty (2 titles) • Brave

PlayLab of the Hong Kong Polytechnic University

Project Assistant

October 2009 - March 2010 (6 months)

Kowloon City District, Hong Kong SAR

- Conducted research on EEG-based games for children with ADD.
- Developed Brainsic, an EEG-controlled music interaction game.

Guangzhou Children's Palace

Interactive Designer and Animation Tutor

September 2005 - August 2008 (3 years)

Guangzhou, Guangdong, China

- Built interactive learning applications for youth education.
- Taught animation and created promotional materials.

Guangzhou Branch of the Canada Stanley Computer Animation Research Unit

Interactive Designer

July 2002 - August 2005 (3 years 2 months)

Guangzhou, Guangdong, China

- Developed 3D virtual reality applications for education.
- Built the stereoscopic "Virtual Antique Museum" for Sun Yat-Sen University.

South China Normal University

Part Time Interactive Designer

September 2004 - July 2005 (11 months)

Guangzhou, Guangdong, China

- Researched the education methodology used in the TV broadcasting course lab.
- Designed the "Virtual Broadcasting Lab" online education system.

Education

RMIT University

Master's degree, Information Technology · (July 2023 - July 2025)

The Hong Kong Polytechnic University

Master's degree, Science in Multimedia and Entertainment Technology · (August 2008 - August 2009)

South China Normal University

Bachelor, Science in Multimedia and Network · (September 2001 - July 2005)