

Zhenshuo Zhao

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Software Engineer | Unity Developer | Full-Stack Engineer (React • Node.js • AWS) | Technical Project Manager | RMIT Tutor | 10+ Years in Games, UX & Interactive Media

EXPERIENCE

RMIT University, Melbourne — Casual Tutor in Software Engineering Project Management

Feb 2025 - PRESENT

- 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, London — Product Manager

Apr 2022 - Feb 2023

- 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.js to align with modern development standards.

DigitCube.com Limited, Hong Kong — Product Manager

Apr 2021 - Apr 2022

- 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

DigitCube.com Limited, Hong Kong — Analyst Programmer

Sep 2014 - Mar 2021

- Developed multiplayer casino games for iOS, Android, and web.
- Implemented core client-side gameplay and supported backend

SKILLS

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

LANGUAGES

English, Cantonese, Mandarin
Chinese

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 • 金牛元帅 • Red Dragon Poker • 零用钱大冒险

Emagist Entertainment Limited, Hong Kong — Game Developer

Jan 2013 - Sep 2014

- 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, Hong Kong — Game Programmer

Mar 2012 - Jan 2013

- 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.

Notable products: How Many Pins? • I Know 100! • Being Considerate • Playground

VTech Electronics Limited, Hong Kong — Game Designer

Jul 2010 - Mar 2012

- 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.

Notable products: Cars 2 (V.Smile) • Hello Kitty (V.Reader) • Hello Kitty (InnoTab) • Brave (InnoTab)

PlayLab – The Hong Kong Polytechnic University, Hong Kong — Project Assistant

Oct 2009 - Mar 2010

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

Guangzhou Children's Palace, Guangzhou — Interactive Designer & Animation Tutor

Sep 2005 - Aug 2008

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

Canada Stanley Computer Animation Research Unit, Guangzhou — Interactive Designer

Jul 2002 - Aug 2005

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

South China Normal University, Guangzhou — Part-Time Interactive Designer

Sep 2004 - Jul 2005

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

EDUCATION

RMIT University, Melbourne — *Master of Information Technology*

Jun 2023 - July 2025

- GPA: 3.7
- Graduated with distinction.
- Major Coursework: Software Engineering, Cloud Computing, Project Management, Databases, System Design
- Casual Tutor in Software Engineering Project Management

The Hong Kong Polytechnic University, Hong Kong — *Master of Science in Multimedia & Entertainment Technology*

Jun 2008 - July 2009

- GPA: 3.71
- Graduated with Distinction
- Awarded merit scholarship for students with a teaching background

South China Normal University, Guangzhou — *Bachelor of Science in Multimedia & Network*

Sep 2001 - Aug 2005

- Scholarship for academic excellence