

# Yimian(Ryan) Zhao

Senior Software Engineer | Test Engineer | Full-Stack Web Developer

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AUCKLAND, NEW ZEALAND

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## ABOUT ME

- New Zealand citizen
- Experienced software engineer with 15 years of expertise in developing applications, testing strategies and automation frameworks as well as CI/CD tools and processes
- My background spans embedded systems, desktop and web applications in the communication and entertainment sectors, as well as quality engineering
- Recently, completed several training programs to hone my full-stack web development skills, human skills and AI technologies, aiming to broaden my career in the tech sector

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## KEY COMPETENCIES

Object Oriented Programming

CI/CD

Test Automation

Framework and system designing

Agile Software Engineering

Quality Assurance/Testing

Computer Science fundamentals

Scrum/Kanban

Shift Left Mindset

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## PROFESSIONAL EXPERIENCE

### Full-Stack Web Developer (Student)

*Dev Academy Aotearoa (Auckland, NZ)*

06/2024 - 10/2024

- Completed a 17-week intensive and in-person course in Full-Stack Web Development and Human Skills
- Gained comprehensive and current expertise in front-end development with React and back-end technologies using Node.js
- Gained hands-on experience in building fully functional web applications based on React and Node.js by working in a team in multiple group projects and working solo in personal projects
- Enhanced interpersonal and collaborative human skills, such as active listening, feedback, conflict resolution, pair programming, and public speaking and presentation

### Senior Software Engineer, Quality

*Unity Technologies (Auckland, NZ | Remote)*

01/2023 - 04/2024

- Developed test strategies for 3D character creator tool products, ensuring effective testing processes
- Collaborated closely with the developers to ensure the coverage of unit tests and automated integration tests
- Maintained and improved CI systems, contributing to effective continuous integration
- Performed manual testing on new features to uncover defects early in the development cycle, contributing to efficient defect detection and resolution
- Conducted regular regression testing to monitor the quality of the products
- Coordinated testing efforts across multiple platforms to maintain the quality of the products on all platforms supported by Unity

### Senior Software Development Engineer in Test

*Soul Machines (Auckland, NZ)*

04/2021 - 12/2022

- Developed test strategies for the 3D CG asset creation pipeline, detecting defects in an early stage of SDLC
- Implemented solutions to enable the artists to preview and test assets in runtime before the next production stage
- Developed and maintained validation tools to support artists to validate their work locally, and provided technical support
- Performed manual and automated testing on web application and REST APIs
- Collaborated with the artists and developers following up on and resolving defects
- Collaborated with other QAs performing regression testing for public releases
- Operated an in-house 360 degree scanner (with DSLR and IR cameras) to capture reference photos for the creation of 3D models

## Test Automation Engineer

Serato (Auckland, NZ)

06/2015 - 03/2021

- Played a key role in the test automation effort, working on desktop music software products for Live Performance and Music Production
- Worked closely with the product team analysing testing requirements, quality risks and test strategies of user stories and shaping the functional spec
- Collaborated with developers designing testable and maintainable product code
- Designed and implemented custom automation test frameworks from scratch using Python
- Developed the test framework infrastructure to interface with third-party services including encryption, Auth0, in-app notification, and music streaming providers through REST APIs
- Developed and maintained automated functional tests in BDD
- Wrote and maintained non-functional tests such as stress, performance, user-persona and audio quality tests
- Developed and maintained CI pipelines on Jenkins using pipeline syntax script
- Developed and maintained automation tools for monitoring performance metrics of the products
- Performed manual functional testing on desktop and mobile applications
- Collaborated with the engineering team to triage defects, and coordinated the fault investigations
- Created and maintained documentations for the testing processes and automation frameworks
- Mentored more junior test engineers

## Career Break | Overseas Experience

05/2014 - 05/2015

- Completed a one-year working holiday scheme in New Zealand

## Software Developer/Team Lead

Tieto China Co., Ltd (Chengdu, China)

04/2010 - 04/2014

- Led a Scrum team of 5 developers developing new features and fixing bugs
- Developed and maintained a Linux-based cellular network base station system (WCDMA and FDD-LTE BTS O&M) with C++
- Investigated and fixed bugs
- Created and maintained automated module tests

## Software Engineer

Neusoft Corporation (Chengdu, China)

07/2007 - 04/2010

- Developed and maintained a SIP-based Instant Messaging system, including:
  - Windows-based client application in C#
  - User Management Portal application in C#
  - Linux-based server application in C
- Investigated and fixed bugs
- Documented design and implementation specifications

## EDUCATION

### Bachelor of Engineering | 2014

Computer Science and Technology  
Sichuan University (Chengdu, China)

### New Zealand Certificate in Applied Software Development | 2024

Full-Stack Web Development Bootcamp  
Dev Academy Aotearoa (Auckland, New Zealand)

### Graduation Certificate | 2007

Software Technology Visual Design  
Chengdu Neusoft University (Chengdu, China)

## CERTIFICATIONS

### ISTQB Certified Tester (Foundation) | 2013

CSTQB (Chinese Software Testing Qualifications Board)

## REFERENCES

References available on request