

Ziang Zhao

> I'm a software engineer with 5 years of experience in the game industry, focusing on mobile games, ranging from FPS to MMORPGs. I'm a **PMP** certificate holder, which results from some project management experiences at Tencent. Besides, I'm accustomed to using English as working language proficiently. Last but not least, I'm passionate about sharing knowledge as a CS & Physics teacher!

☎️ Contact information

📧 Email: zhaoziang88@qq.com

💬 Wechat: dexter_zhao

☎️ Phone: (+86) 15926478400

🔗 LinkedIn: https://www.linkedin.com/in/ziang-zhao-5a3bb0126/

🥷 Github: https://github.com/Dexterzhao

🌐 Webpage: dexterzhao.github.io (Outdated)

💼 Work experience

Computer Science & Physics Teacher, Head of House

Teaching Department

St Bees School, *Dongguan – (2025.01-now)*

I currently serve as a **Computer Science and Physics** teacher at St Bees International School (Dongguan), delivering both IGCSE and A-Level curricula. In addition to my academic teaching, I lead the school's Programming Club, support whole-school PSHE learning, and serve as a Head of House, where I organize student activities and foster a positive house culture. Within the school's mentoring system, I am also the personal tutor for five students, providing ongoing academic guidance, wellbeing support, and holistic development tracking.

- Physics & CS teaching for IG and AL
- Coding club for the whole school
- Head of House, organizing weekly activities around 30 students
- Student Mentor(for 5 students at diverse grades)

Software Development Engineer in Test

OS experience testing department

Vivo, *Dongguan – (2024.07-2025.01)*

Mobile games test engineering

I work as a Game Test Development Engineer at Vivo, responsible for overseeing the user experience of high-intensity games across all Vivo devices. Additionally, I develop testing frameworks and techniques to ensure the quality performance of game products on mobile devices from multiple perspectives.

- Game testing strategy formulation
- Game testing framework development
- Game AI automation development
- Technical stack: Python, Java, Kotlin

Senior Engineer

Soul Fighter Studio

NetEase, *Guangzhou – (2023.11-2024.04)*

*Fullstack game engineering for **Condor Heroes***

Condor Heroes is a large-scale multiplayer online MMORPG game based on the IP from Jin Yong's novel "The Legend of the Condor Heroes," enjoying high popularity within China. In the project, I serve as a full-stack game developer, responsible for:

- Developing dungeon gameplay and casual gameplay within the game

- Developing the character appearance system and the character equipment system
- Integrating mid-end public services, such as ranking services
- Technical stack: Python, UE4 Game Engine, C++, Shell Script

Senior Game Backend Engineer

RoMeta Team

Huanle Entertainment（Shanghai）**Technology**, *Shanghai – (2022.11-2023.09)*

Backend engineering , RoMeta

RoMeta is a large-scale multiplayer online MMORPG game, based on the IP of RO (Ragnarok Online) and enjoys high popularity in Southeast Asia and the Greater China region. The studio's ongoing project **"Ragnarok Origin**" consistently tops the best-selling charts in the Southeast Asian market.
The **RoMeta** project is another ongoing project in the company's RO series. In this project, my responsibilities include:

- Game modules such as combat, scene management, dungeons, task, and equipment systems
- Independently maintaining the project's Linux version, including compilation, continuous integration and delivery (CI/CD), introduction of third-party libraries, and interface encapsulation, including Redis, MongoDB, and spdlog
- Developing performance flame graphs and memory profiling tools to identify Lua performance issues
- Creating robot tools to simulate client logins and protocol stress testing for pinpointing hotspots in login and combat protocols
- Technical stacks: Python, C++, Lua, C#, Shell script, Docker, CMake

Backend Software Engineer

Quantum Studio

Tencent, *Shenzhen – (2019.09-2022.09)*

Backend engineering , PUBGM

PUBGM is a globally renowned battle royale game with hundreds of millions of active users each month, and it stands as a flagship project for Tencent. In this role, my primary responsibilities include:

- Routine development of socializing, teaming, commercialization, task, achievement, and other non-combat systems within the game
- Using tools like perf to identify and optimize various performance issues
- Working on machine learning for auto detecting cheating players
- Technical stacks: Lua, C++, Python, Elastic Search, Xgboost, LSTM
- Art group project management, assist APM in developing project management tools for art group to participate in project management by providing data support and schedule management.

Backend engineering , CodeV

CodeV is the mobile version of **Valorant** published by **Riot Games**. As the backend engineer of the founding team (a team of 4 engineers) for **CodeV**, I have been responsible for or involved in nearly all backend systems and services, including:

- Login, teaming, friend systems, commercialization, matchmaking, pre-match processes, UE4 DS management, and client interactions
- Application of machine learning and deep reinforcement learning for matchmaking parameter adjustments
- Technical stacks: Lua, C++, Python, Reinforcement Learning

🛠️ Skills

💻 Technology Stack

Python, Lua, C++, C, Golang

Python：Major developing language in Netease, also applied in machine learning and deep reinforcement learning, to help anti-cheat engineering and matchmaking parameters tuning.

C++，Lua：Foundations of the two aforementioned projects and UE4 engine, frequently used

Golang：Used to build a matchmaking simulation system, less used in our projects, beginner level.

Elastic Search, Sql

***ES*：** Full text search services, used to implement recommendation systems for teams and idle players, name searches for corps or other in-game user communities, etc.

***Sql*：** Used to help us with user data and system logs management and analytics.

Bash, Linux Command, Web Development

Bash, Linux Command：Os-level performance analytics and backend processes debugs.

***Web Development*：** Basic routine devops webpages and services for the dev team to access and manipulate server resources, **flask** was used to build some lightweight web services.

🗣️ Languages

Mandarin 🇨🇳

Native speaker

English 🇺🇸

Proficient, both in work and daily routine, 3 years' study and life experience in California.

📚 Education

Master**'s Degree in Computer Science**

2017.09 -2019.03

University of California, Riverside, Riverside, California, USA

Graduate Preparation Program - Engineering

exchange student

2016.07 -2017.06

University of California, Riverside, Riverside, California, USA

Bachelor's Degree in Computer Science

2012.09-2017.06

Huazhong University of Science and Technology (HUST), Wuhan, China

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📈Technical Interests

Distributed Systems

Design scalable, resource efficient, high-performance and consistent backend services for games.

Machine Leaning & Deep Reinforcement Learning in Games

Apply machine learning to games, including anti-cheat, matchmaking.

Engage AI players in multiplayers games to facilitate user experience by reinforcement learning(no work experience related, out of interest).

Cloud Native

Container, Kubernetes and cloud native stacks to help scale the backend services.

Game Engines

As game developers, relatively less experience in game engines, whereas in which I am quite interested.

📜 Publications

- **Ziang Zhao**, Yunfan Kang, Amr Magdy, Win Cowger, Andrew Gray. **A Data-Driven Approach for Tracking Human Litter in Modern Cities.** *DASC 2019 workshop paper, IEEE International Conference on Data Engineering* **(ICDE 2019)**
- Yunfan Kang, **Ziang Zhao**, Amr Magdy, Win Cowger, Andrew Gray. **Scalable Multi-resolution Spatial Visualization for Anthropogenic Litter Data.** *In Proceeding of the ACM SIGSPATIAL International Conference on Advances in Geographic Information Systems* **(ACM SIGSPATIAL 2019)**