

Herbert (Zhao) Zhang

Vancouver, BC, Canada (Remote within BC)

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SUMMARY

Software Engineer with experience in mobile games and full-stack systems, including Unity client development and backend API integration.

Experienced in troubleshooting production issues, investigating player-facing bugs across client and server layers, and supporting live feature releases. Strong communicator with cross-functional collaboration experience in fast-paced environments. Interested in live operations work focused on stability, reliability, and player experience.

TECHNICAL SKILLS

- Languages: C#, Python, C++, Java, Dart
- Client & Game: Unity (Gameplay Systems, UI Toolkit, Addressables), Flutter (iOS/Android)
- Backend: RESTful APIs, Node.js, GraphQL, AWS, distributed system fundamentals
- Debugging & Data: SQL (basic queries), log analysis, API tracing, performance investigation
- Monitoring & Release: Firebase (Crashlytics/analytics exposure), Google Play Console, CI/CD
- Practices: Incident documentation, bug triage, release support, Agile/Scrum, code reviews

EXPERIENCE

Software Engineer (Solo) – Wuxia Strategy Card Game (Unity)

Vancouver, Canada | Sep 2022 – Present

- Built and maintained a Unity-based strategy game with modular combat and event systems.
- Investigated gameplay bugs, state inconsistencies, and performance issues across client and backend APIs.
- Designed structured logging and validation scripts to troubleshoot reward distribution and configuration errors.
- Supported release builds, configuration updates, and testing workflows.
- Created internal tools for balancing, automation, and data verification using C# and Python.
- Documented system behaviors and edge cases to prevent repeat issues.

Flutter App Developer – CrossFit Tracker App

Vancouver, Canada | May 2023 – Present

- Developed and maintained a production mobile app with 3,000+ downloads.
- Diagnosed user-reported bugs related to data sync, timer inconsistencies, and edge-case crashes.
- Implemented backend APIs and monitored analytics for stability improvements.
- Coordinated feature releases and updates across iOS and Android platforms.

Software Engineer – MyPitboard Inc.
Ottawa, Canada | Oct 2021 – Apr 2023

- Contributed to a full-stack sports application using Flutter, Python, GraphQL, and Node.js in a production environment.
- Investigated production incidents using logs, API tracing, and database queries to resolve user-facing issues.
- Collaborated with product, QA, and design teams to triage engineering support requests and prioritize fixes.
- Built automation scripts to reduce operational errors and improve data reliability.

Researcher – University of Ottawa
Sep 2021 – Sep 2023

- Conducted applied machine learning research; developed Python-based experimentation pipelines and reproducible workflows.

EDUCATION

M.A.Sc., Electrical & Computer Engineering – University of Ottawa (GPA 9.8/10, thesis based) Thesis topic: <3D face reconstruction with a single image>
B.Eng., ECE – Beijing University of Posts and Telecommunications
B.Eng., ECE – Queen Mary University of London