Haochen (Hao) Zeng

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EDUCATION

UNIVERSITY OF WASHINGTON   **Seattle, WA**
M.S. Technology Innovation, Robotics Track, GPA 3.96/4   **Sep. 2023 - Mar. 2025 (Expected)**

UNIVERSITY OF ROCHESTER   **Rochester, NY**
B.S. Business Analytics, B.A. Computer Science, GPA 3.6/4   **Aug. 2018 - May 2023**

EXPERIENCE

University of Washington   **Seattle, WA**
Technical Program Manager | IT Specialist · Part-time   **Jan. 2024 - Present**
- Led transition of robotics class curriculum from ROS to ROS2, rewriting lab assignments and adapting exercises
- Developed and implemented a 360-degree tour using Unity and GSV, increasing department engagement by 25%
- Designed and deployed custom hardware solutions, including a 3D-printed RC controller and custom-built microphone accessory widely deployed across the entire Foster School of Business at UW.
- Coordinated cross-functional IT projects, resolving technical challenges and improving system efficiency by 30%

CSDN (largest Chinese software developer community worldwide)   **Beijing, CN & Remote**
Technical Editor · Part-time   **Apr. 2023 - Present**
- Authored, edited, and published weekly technical articles (AI, ML, open source) totaling 200k+ views
- Contributed to discussions with Linux Foundation and Futurewei, facilitating over $900k partnership for KubeCon and GOSIM Conference.
- Conducted interviews with tech luminaries, e.g., Stuart Russell, Joel Lehman, Hong Phuc Dang, producing engaging articles and videos
- Volunteered as Media Coordinator for GOSIM, building a 2000-follower base from scratch

Wright Runstad & Company   **Seattle, WA**
Augmented Reality Researcher · Apprenticeship   **Mar - Aug. 2024**
- Led comprehensive UX research for AR wayfinding app, including heuristic evaluation, field observations, user surveys (70 responses), and dozens of in-depth interviews.
- Managed a team of 5 for multiple research tasks and timelines across the project lifecycle
- Synthesized findings from various research methods to guide AR app development and improve UX

University of Rochester   **Rochester, NY**
AR/VR Engineer | Studio X, River Campus Libraries · Part-time   **Sep. 2021 - May 2023**
- Hosted weekly technical coding and 3D modeling sessions for students and faculties, helped 1.3k people try VR
- Led cross-functional team of 6 developers to deliver AURUM, a Unity-based medieval alchemy VR game
- Established technical documentation system and agile workflows, increasing team velocity by 35%
- Taught over 10 graduate-level classes and workshops on Unity, Blender, Apple ARKit, and XR history, achieving 95% positive feedback

PROJECT

Realistic Multisensory VR Experience of Kodak Hall | Tadin Lab   **Feb. - Nov. 2022**
- Created digital twin of Kodak Hall using photogrammetry and laser scans, built mesh from point cloud, shrunk down size from 60GB to 300MB
- Created VR testing scenarios for studying audio-visual alignment of humans, starting with autism patients' behaviors
- Presented at the 2022 & 2024 Frameless XR Symposium

CAMPUS ACTIVITIES & LEADERSHIP OPPORTUNITIES

MLH DandyHacks - Annual Hackathon event at UR   **Rochester, NY**
Director 2021, Communications Team Member 2020   **Mar. 2020 - Mar. 2022**
- Led 14 students across 5 teams to plan and execute a 36-hour long hackathon, achieving 50% increase in participation
- Managed $20k budget and sponsor relationships, securing multiple new high-profile tech sponsors including Google Cloud, Major League Hacking (MLH), M&T Bank, etc
- Successfully held events with over 700 participants and 38 project submissions; first in-person MLH event since Covid

SKILLS & INTERESTS

- Technical Skills: Python, ROS, Unity, Javascript, Blender
- Project Management: Agile, Scrum, Kanban, Jira, Trello, MS Project, Figma, Canva