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
- Conducted interviews with tech luminaries, e.g., Stuart Russell, Joel Lehman, Hong Phuc Dang, producing engaging articles and videos
- Contributed to discussions with Linux Foundation and Futurewei, facilitating over $900k partnership for KubeCon and GOSIM Conference.
- Authored, edited, and published weekly technical articles (AI, ML, open source) totaling 200k+ views
- 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
- Led cross-functional team of 6 developers to deliver AURUM, a Unity-based medieval alchemy VR game, completing ahead of schedule
- Established technical documentation system and agile workflows, increasing team velocity by 35%
- Architected and implemented modular VR framework used across 3 major educational projects
- Conducted technical workshops for 1,300+ students on Unity, Blender, and ARKit, achieving 95% positive feedback

PROJECT

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