

Haochen (Hao) Zeng

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EDUCATION

UNIVERSITY OF WASHINGTON

M.S. Technology Innovation, Robotics Track, GPA 3.96/4

Seattle, WA
Sep. 2023 - Mar. 2025 (Expected)

UNIVERSITY OF ROCHESTER

B.S. Business Analytics, B.A. Computer Science, GPA 3.6/4

Rochester, NY
Aug. 2018 - May 2023

EXPERIENCE

Aigen

Robotics Software Engineer · Apprenticeship

Seattle, WA
Sept. 2024 - Present

- Built a scalable data visualization platform processing 1000+ hours of robot telemetry and computer vision data from 30+ autonomous vehicles
- Architected Python pipeline integrating RTK GPS, CV models to process 5Hz sensor data for real-time crop analysis
- Orchestrated async data handling system to process high-frequency robot sensor data and camera feeds across distributed field operations
- Designed React operator dashboard with Tailwind CSS to display robot telemetry and weed pressure heat maps

University of Washington

Technical Program Manager | IT Specialist · Part-time

Seattle, WA
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)

Technical Editor · Part-time

Beijing, CN & Remote
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

InOrbit.AI

Robotics System Engineer · Apprenticeship

Seattle, WA
Mar. - Jun. 2024

- Spearheaded robot orchestration project using Scrum, delivering a 20% improvement in pick-and-place efficiency
- Developed and maintained product roadmap for Create 2 robot integration, aligning with key stakeholder requirements
- Led cross-functional team to implement InOrbit control portal, resulting in 30% faster robot deployment times
- Conducted user research and implemented UX improvements, increasing user task completion rate by 40%

University of Rochester

AR/VR Engineer | Studio X, River Campus Libraries · Part-time

Rochester, NY
Sep. 2021 - May 2023

- Hosted weekly technical coding and 3D modeling sessions for students and faculties, helped 1.3k people try VR
- Taught over 10 graduate-level classes and workshops on Unity, Blender, Apple ARKit, and XR history
- Developed UX protocols and design documents with Kanban, created 3D models and virtual environment in Blender and Unity for a medieval alchemy VR game AURUM

CAMPUS ACTIVITIES & LEADERSHIP OPPORTUNITIES

MLH DandyHacks - Annual Hackathon event at UR

Director 2021, Communications Team Member 2020

Rochester, NY
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