

# Haochen (Hao) Zeng

hzeng49@gmail.com • (+1) 585-286-0918

## 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

- 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

### 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

- Taught over 10 workshops and graduate-level classes on Unity, Blender, Apple ARKit, and XR history
- Hosted weekly technical coding and 3D modeling sessions for students and faculties, helped 1.3k people try VR
- 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