

# Roland Zeng

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## OBJECTIVE

Looking for back-end web development software engineer position.

## EDUCATION

**University of California, Los Angeles**

*Expected to graduate Spring 2016*

*Bachelor of Science in Computer Science*

Algorithms, Operating Systems, Assembly, Logic & Digital Design, Networks, Databases, Scalability

## WORK EXPERIENCE

**Riot Games -- QA Technical Analyst Intern**

*June 2014 - September 2014*

- Wrote Python test scripts for an internal testing framework that verified every build from the CI pipeline. Collaborated with non-engineering teams and traditional QA testers to fix bugs from an engineering perspective.
- Helped develop a user-friendly GUI that enabled non-engineers to access the test framework and run individual changes before submitting them to common code. Features include automatic Python detection/install and ability to customize test sets. Managed Kanban board.

**California Institute of Technology -- Research Assistant**

*June 2012 - August 2012*

- Managed data downloads from NASA weather database and used Matlab to analyze data to determine correlations between Deep Convection Clouds and tornadoes.

## PROJECT EXPERIENCE

**LoL Decay** (<http://www.loldecay.com>)

- League of Legends site that returns decay timer for ranked players. Written using Node JS.

**Weensy LolKing** (<http://weensyLK.herokuapp.com>)

- League of Legends player rank lookup app. Written in Python using Flask framework.

**Spooky Boogie - CS188 Virtual Reality & Game Development**

- Part of 4-person team creating an Oculus Rift-compatible game using Unreal game engine.

**Institute of Electrical and Electronics Engineers (IEEE) at UCLA**

- NATCAR 2014 member. Wrote camera line-following algorithm for line-following robotic car.

## PROGRAMMING SKILLS

**Programming Languages:** Python, Javascript, C++, C#, C, Java, Matlab

**Development Tools:** Git, Jira, Unity3D, Unreal Engine, Perforce, Jenkins

**Web Development:** Node JS [Express], Py Flask, Py Django, Semantic UI, HTML, Jade