Roland Zeng

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OBJECTIVE

Software engineering internship for summer 2016.

EDUCATION

University of California, Los Angeles (*Graduating Dec 2016)*

Bachelor of Science in Computer Science

WORK EXPERIENCE

Artigen Corporation -- Software Engineer Intern (*January 2016 - Current)*

- Part of 12-person startup working on integrating artificial intelligence software with virtual reality.
- Currently working on modifying Unreal Engine 4 source code to allow external communication channels. Possible applications of this technology could mean commercialized virtual real estate tours.

Riot Games -- QA Technical Analyst Intern (*June 2014 - September 2014)*

- Developed a user-friendly C# GUI that substantially enhanced testing efficiency by allowing non-engineer testers to run customized changes before submitting them to common code.
- Wrote Python test scripts for an internal testing framework that verified every build from the CI pipeline.
- Collaborated with traditional QA testers to fix bugs and create tests from an engineering perspective.
- Participated in internal competitive playtests to provide feedback on prospective game changes.
- Collaborated with "Rek'Sai" champion design team to write custom automated tests prior to deployment.

PERSONAL PROJECTS

Blizzard Take-Home Restful API *(http://blizzardAPI.herokuapp.com)*

- RESTful API that allows management of World of Warcraft player's characters. Via REST calls, users and accounts can be created, deleted, or displayed. Written using Node JS.

LoL Decay *(www.loldecay.com)*

- Decay timer site for ranked players in the popular online game League of Legends . Fetches individual player data to determine time elapsed since last ranked game played. Daily cron task parses through MongoDB database and automatically alerts registered players when they are about to decay. Written using Node JS.

SCHOOL PROJECTS

LoL Counter -- Internet Service Scalability *(Fall 2015)*

- Responsible for front-end implementation as part of 4-person team. Ruby on Rails web service that analyzes hundreds of thousands of match data from League of Legends to find meaningful game patterns and statistics.

Unity Automation Testing -- Directed Research in Computer Science *(Summer 2015)*

- Under guidance of Prof. Diana Ford, researched and implemented integration and unit tests in Unity3D Engine.

Spooky Boogie -- Virtual Reality & Game Development *(Spring 2015)*

- Part of 4-person team designing horror-themed Oculus Rift-compatible game using Unreal Game Engine.

Institute of Electrical and Electronics Engineers (IEEE) at UCLA *(Winter 2015)*

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

Programming Languages: Javascript, Python, C++, C#, C, Ruby, Matlab

Web Development: Node JS, Express JS, MongoDB, Flask, Django, Bootstrap, Semantic UI, Ruby on Rails, Jade

Dev Tools: Git, Github, Jira, Travis-CI, Heroku, AWS, Unity3D, Unreal Engine 4, Perforce, Jenkins