Roland Zeng

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OBJECTIVE

Passionate and self-motivated web application developer looking for full-time entry level position.

Target start date: January 2017. US Citizen & fluent in English and Mandarin.

EDUCATION

University of California, Los Angeles *(Graduating December 2016)*
Bachelor of Science in Computer Science

WORK EXPERIENCE

Artigen Corporation – Software Engineer Intern *(January 2016 – June 2016)*

- ❖ Contributor of *VR Home*, a service created in Unreal Engine where potential homebuyers can take virtual reality tours of real estate properties
    - o Designed and created a feature that enables users to select from a variety of pre-configured furniture and home layouts
    - o Implemented voice command detection by integrating VR Home with Sphinx speech recognition software

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 automated tests on local changes before submitting them to common code
- ❖ Increased test coverage by designing and maintaining Python test scripts for an internal testing framework that verified every build from the CI pipeline
- ❖ Developed test scripts for the "Rek'Sai" champion team, the first team to implement automated testing as part of its QA test plan

SELECTED PROJECTS

Rune – Software Engineering Senior Capstone Project *(Spring 2016) [www.rune130.herokuapp.com]*

- ❖ Project lead of 7-person team. Developed a full-stack Node.js Jira-inspired Kanban project management tool
- ❖ Implemented back-end features: User creation, deletion, authentication, project creation and management, and task creation and management
- ❖ Built continuous integration deployment pipeline. Wrote and maintained automated tests for the pipeline

LoL Decay *(Summer 2015) [www.loldecay.com]*

- ❖ Created and deployed a full-stack Node.js web application that utilizes the Riot API to fetch user account data. The app calculates time elapsed since a user's last ranked game to determine their decay time.
- ❖ Constructed a MongoDB database to enable users to sign up for email notifications
- ❖ Set up a daily Cron task that automatically calculates decay times of all registered users, and sends alerts to decaying accounts.

SKILLS

Programming Languages: JavaScript, Python, C++, C#, C, Ruby, Java, OCaml, Prolog

Web Development: Node.js, Express, MongoDB, Django, Jade, HTML, CSS, Bootstrap, Rails

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