Hi, I'm
Roland Zeng
and I'm a
Software Engineer

PORTFOLIO

http://rzeng95.github.io

CONTACT

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EDUCATION

University of California,

Los Angeles (UCLA)

BS: Computer Science

Graduation: Dec 2016

LANGUAGES

Fluent in English and Mandarin

SKILLS

Experienced In

Javascript, ES6, Node.js, Express.js, Async.js, Promises, Jade, MongoDB, MVC, API, REST

Proficient In

C, C++, Java, React.js, Mocha.js, Bootstrap, HTML, CSS, Ruby on Rails, Python

Development Tools

Git, Github, Agile, Jira, Heroku, Webpack, Babel, Travis-CI, Jenkins, Unreal 4, Unity

WORK EXPERIENCE

Artigen Corporation – *Software Engineer Intern (Jan – June 2016)*
- Contributor of VR Home, a service created in Unreal Engine where potential homebuyers can take virtual reality tours of real estate properties
- Improved user experience by designing a feature that enables users to select from a variety of preconfigured furniture and home layouts instead of having to configure individual settings
- Implemented voice command detection by integrating VR Home with Sphinx speech recognition software

Riot Games – *QA Technical Analyst Intern (June – Sept 2014)*
- Developed a 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
- Introduced automation testing to champion development teams by replacing advanced QA test points with automated test scripts; this reduced the chance of human tester error

PROJECT EXPERIENCE

Rune – *Kanban Project Management Tool (Spring 2016)*
        www.rune130.herokuapp.com
- Project lead of 7-person team. Developed a full-stack Node.js project management tool based on Jira.
- Implemented majority of the back-end: User creation, deletion, authentication, project creation and management, and task creation and management
- Built continuous integration deployment pipeline using Travis-CI and Heroku. Wrote and maintained Mocha automation tests

LoL Decay – *League of Legends Decay Tracker (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.