

# Roland Zeng

<http://rzeng95.github.io> | Los Angeles, CA | (507) 261-3754 | [roland.zeng@gmail.com](mailto:roland.zeng@gmail.com)

---

## EDUCATION

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

*Bachelor of Science in Computer Science*

## WORK EXPERIENCE

**Artigen Corporation -- Software Engineer Intern** (*January 2016 - Current, one day a week*)

- ❖ Worked on VR Home, a service created using Unreal Engine that allows users to take virtual tours of real estate properties.
- ❖ Developed early iterations of using voice input commands to customize furniture layouts.

**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>) (*Fall 2015*)

- ❖ 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](http://www.loldecay.com)) (*Summer 2015*)

- ❖ 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 emails registered players when they are about to decay. Written using Node JS.

## SCHOOL PROJECTS

**Rune -- Software Engineering Senior Capstone Project** (<https://rune130.herokuapp.com>) (*Spring 2016*)

- ❖ Project lead of 7-person team. Developed a Jira-inspired Kanban project management tool. Written using Node JS.
- ❖ Responsible for back-end development. Implemented endpoints that included user creation, deletion, authentication, project creation and management, and task creation and management.
- ❖ Built continuous integration pipeline using Travis-CI. Wrote and maintained automation tests for the pipeline.

**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.

**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, OCaml, Java, Ruby, Matlab

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

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