Roland Zeng

Los Angeles, CA | (507) 261-3754 | roland.zeng@gmail.com

Website: https://rzeng95.github.io

OBJECTIVE

Seeking SDE summer internship.   *Availability: June 15 - September 15*

EDUCATION

University of California, Los Angeles   *Expected to graduate Spring 2016*
Bachelor of Science in Computer Science
Courses Taken / Currently Taking:
- Algorithms, Operating Systems, Assembly, Logic Design, Digital Design, Networks,

WORK EXPERIENCE

Riot Games -- Quality Assurance Technical Analyst Intern   *June 2014 - September 2014*
- Wrote Python test scripts for an internal testing framework that verified every build from the CI pipeline. Worked closely with other development teams (customers of testing framework) to develop scripts catered to their needs. Collaborated with non-engineering teams and traditional QA testers to fix bugs from an engineering perspective.
- Helped develop a user-friendly graphical interface coded with C# that enabled non-engineers to access the test framework and run individual changes before submitting them to common code. Features includes automatic Python detection/install and ability to customize test sets. Designed prototype and was allowed to create a small dev team. Managed Kanban board and continuously sought feedback from potential users.

California Institute of Technology -- **Research Assistant**   *June 2012 - August 2012*
                                                                       June 2011 - August 2011
- Managed data downloads from NASA weather database and analyzed the data with Matlab to determine correlations between Deep Convection Clouds and tornadoes. Verified grad students' data against publications and processing data using excel code.

PROJECT EXPERIENCE

Institute of Electrical and Electronics Engineers (IEEE) at UCLA   *March 2014 - Present*
NATCAR member in Fall 2014
- Part of four-person group participating in NATCAR. Goal is to make a line-following robotic car. Responsible for camera line-following algorithm.

General Board member in Spring 2014
- Set up educational labs for new members
- Helped create gadgets used in the lab such as an LED clock and light decorations.

COMPUTER KNOWLEDGE

Programming Languages: Python, C++, C#, C,Batch, Matlab, OCaml, Java

Familiar Dev Tools: AGILE (Kanban, Sprint), Jira, Unity, Unreal, Perforce, Jenkins, Git