

Roland Zeng

<http://rzeng95.github.io> | Los Angeles, CA | (507) 261-3754 | 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 (*Jan – June 2016*)

- ❖ Contributor of VR Home, a service created in Unreal Engine where potential homebuyers can take VR 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

LoLCarry – Real-Time League of Legends Match Tracker (*Summer 2016*) [www.lolcarry.io]

- ❖ Created and deployed a full-stack web application that allows users to fetch live in-game match information for the online game League of Legends. Designed a unique feature that displays in-game status of top 200 players from each region.
- ❖ Front end is built with ES6 React and uses Redux to manage state.
- ❖ Back end is an Express server that uses Redis to cache recently searched data.

Rune – Kanban Project Management Tool (*Spring 2016*) [rune130.herokuapp.com]

- ❖ Project lead of 7-person team. Developed a full-stack Node.js project management tool inspired by Jira.
- ❖ Implemented majority of Express.js back-end, including account creation/deletion/authentication, project creation and management, and task creation and management.
- ❖ Coordinated with front-end team to build back-end endpoints responsible for managing Kanban board state for each project.
- ❖ Built continuous integration deployment pipeline using Travis-CI and Heroku. Wrote and maintained Mocha automation tests.

PROGRAMMING SKILLS

Experienced: JavaScript, ES6, Node.js, React.js, Redux.js, Express.js, Async.js, Jade, MongoDB, MVC, API, REST

Proficient: C, C++, Java, Mocha.js, HTML, CSS, Bootstrap, Rails, Python

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