Roland Zeng

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OBJECTIVE

Looking for web development software engineer position.

EDUCATION

University of California, Los Angeles   *Expected to graduate Spring 2016*
Bachelor of Science in Computer Science
Algorithms, Operating Systems, Assembly, Logic & Digital Design, Networks, Databases, Scalability

WORK EXPERIENCE

Riot Games -- QA Technical Analyst Intern   *June 2014 - September 2014*
- Wrote Python test scripts for an internal testing framework that verified every build from the CI pipeline. Collaborated with non-engineering teams and traditional QA testers to fix bugs from an engineering perspective.
- Helped develop a user-friendly GUI that enabled non-engineers to access the test framework and run individual changes before submitting them to common code. Features include automatic Python detection/install and ability to customize test sets. Managed Kanban board.

California Institute of Technology -- **Research Assistant**   *June 2012 - August 2012*
- Managed data downloads from NASA weather database and used Matlab to analyze data to determine correlations between Deep Convection Clouds and tornadoes.

PROJECT EXPERIENCE

LoL Decay *(http://www.loldecay.com)*
- League of Legends site that returns decay timer for ranked players. Written using Node JS.

Weensy LolKing *(http://weensyLK.herokuapp.com)*
- League of Legends player rank lookup app. Written in Python using Flask framework.

Spooky Boogie - CS188 Virtual Reality & Game Development
- Part of 4-person team creating an Oculus Rift-compatible game using Unreal game engine.

Institute of Electrical and Electronics Engineers (IEEE) at UCLA
- NATCAR 2014 member. Wrote camera line-following algorithm for line-following robotic car.

PROGRAMMING SKILLS

Programming Languages: Python, Javascript, C++, C#, C, Java, Ruby, Matlab

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

Web Development: Node JS, Py Flask, Py Django, Semantic UI, Bootstrap, Ruby on Rails, Jade