Roland Zeng

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OBJECTIVE

Full-time software development engineer position.

EDUCATION

University of California, Los Angeles *Graduating June 2016*

Bachelor of Science in Computer Science

WORK EXPERIENCE

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 the 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.

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.

PERSONAL PROJECTS

Blizzard Restful API (*http://blizzardAPI.herokuapp.com*)

- RESTful API that allows management of World of Warcraft player's characters. Completed as part of Blizzard internship applicant take-home test. Written using Node JS.

LoL Decay *(http://www.loldecay.com)*

- 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. Written using Node JS.

Weensy LolKing *(http://weensyLK.herokuapp.com)*

- League of Legends player rank lookup app. Written in Python using Flask framework.

SCHOOL PROJECTS

LolCounter -- Internet Service Scalability

- 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

- 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

- NATCAR 2014 member. Wrote camera line-following algorithm for line-following robotic car.

PROGRAMMING SKILLS

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

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

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

OTHER RELEVANT INFORMATION

- Employment eligibility: US Citizen | Native in English and fluent in Chinese