Roland Zeng

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OBJECTIVE

Web development software engineer position.

EDUCATION

University of California, Los Angeles   *Graduating Spring 2016*
Bachelor of Science in Computer Science

Relevant Coursework

Algorithms	Internet Service Scalability
Assembly	3D Real-Time Animation
Operating Systems	Virtual Reality Game Development
Databases	Logic & Digital Design
Formal Languages & Automata	Computer Graphics

WORK EXPERIENCE

Riot Games -- QA Technical Analyst Intern   *June 2014 - September 2014*

- ❖ Developed a user-friendly 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 non-engineering teams and traditional QA testers to fix bugs and create tests from an engineering perspective.

California Institute of Technology -- **Research Assistant**   *June 2012 - August 2012*
                                                                           June 2011 - August 2011

- ❖ Managed data downloads from NASA weather database and used Matlab to analyze data to determine correlations between Deep Convection Clouds and tornadoes.
- ❖ Assisted graduate students by verifying their data against publications using excel code.

PROJECT EXPERIENCE

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.

Spooky Boogie - CS188 Virtual Reality & Game Development

- ❖ Part of 4-person team creating an Oculus Rift-compatible game using Unreal Engine 4.

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

OTHER RELEVANT INFORMATION

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