

ADRIAN TULL

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Certifications

ISTQB	Certified Tester Foundation Level (CTFL)
CompTIA	A+ Core 1
Confluence	Fundamentals Certification
Jira	Fundamentals Certification

Education

Southern New Hampshire University	May 2023 – Present
<i>Bachelors in Computer Science</i>	<i>Remote</i>
• GPA: 3.92	

Work Experience

Junior Software Engineer (Full Stack & QA)	Aug 2023 – Present
<i>Contractor (Full Time)</i>	<i>Remote</i>

- Contributed to the full software development lifecycle from data acquisition to deployment in a fast-paced startup.
- Developed robust web scraping solutions using Playwright and Stagehand with data validation.
- Designed, implemented, and maintained relational databases using PostgreSQL on Supabase.
- Built and maintained responsive internal web app using Next.js, React, and TypeScript.
- Developed a RESTful API for internal and vendor use.
- Developed websocket and edge functions for live phone call transcription with diarization.
- Oversaw company-wide IT, security, and vendors, and software tools.
- Acted as the primary liaison with external engineers and QA vendors.
- Developed test strategies and cases for mobile and desktop applications.
- Conducted unit, integration, and system tests as well as user validation for potential app features.

Customer Service	Mar 2020 – Dec 2024
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Target, GameStop, Stud Muffin Bakery, Five Daughters Bakery, Uconnect Esports

- Resolved customer technology issues through detailed troubleshooting.
- Managed inventory, revenue, expenses, and scheduling, overseeing \$250k in monthly revenue.
- Trained and led teams to enhance performance and streamline onboarding processes.
- Founded and managed a bakery, demonstrating strong entrepreneurial skills.
- Produced social media content for Uconnect Esports to engage gaming communities via Twitter and Discord.

Customer Sales and Service	June 2017 – Mar 2020
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Westlake, CA

- Conducted sales calls by assessing customer needs and addressing objections.
- Led an email marketing campaign on ZoHo and Mailchimp, increasing click-through rates from 2% to 60% through data analysis, complex decision trees, and hyper targeted messaging.
- Represented the company by presenting at Interdrone (Las Vegas 2018).

Projects

Data Structures and Algorithms Library | C++

- Developed a personal library of data structures and algorithms using C++, emphasizing performance optimization, memory management, and object-oriented design.

TFT Data Crawler | Python

- Implemented a breadth-first search algorithm to call the Riot API, gathering JSON data on the top 2% of players.
- Analyzed data to identify popular strategies and investigate tactical gameplay decisions.

Technical Skills

Languages: C++, Python, JavaScript

Libraries: Playwright, Stagehand, Typescript, React

Tools: Browserbase, Supabase, Vercel, Jira, Confluence