

# Beatriz Santos

[beatriz.adriana.santos@gmail.com](mailto:beatriz.adriana.santos@gmail.com) (408) 391-2966 [Github](#) [LinkedIn](#) [Portfolio](#)

## EDUCATION

### California State University-East Bay, Hayward, CA

Graduation: May 2023

**Bachelor of Science:** Computer Science

**Tools:** Git, CI/CD, Linux, Windows

**Programming Languages:** Python, C++

**Coursework:** Data Structures, Analysis Of Algorithms, Programming Language Concepts, Computer Architecture, Website Development, Operating Systems, Computer Networks, Mobile Programming

## EXPERIENCE

### NVIDIA, Santa Clara, CA

*Software Quality Assurance Engineer*

September 2025 - Present

- Evaluated the quality of generative AI outputs by systematically testing prompts, verifying factual correctness, and documenting clear rationales for why responses met or failed quality standards.
- Reviewed AI-generated outputs against source data and business rules, flagging issues and providing clear guidance to improve model behavior.

### NVIDIA, Santa Clara, CA

*Software Quality Assurance Engineer - Windows on Arm*

April 2025 - Present

- performed comprehensive QA testing for Windows on ARM systems powered by custom N1X chipsets, focusing on hardware, software, and platform stability.
- Validated functionality of all system I/O ports (USB, etc), ensuring compliance with user experience standards.
- Executed wireless connectivity testing for Wi-Fi and Bluetooth across multiple scenarios and stress conditions to ensure consistent performance and reliability.
- Led thermal testing and monitoring efforts, collaborated with the hardware team to analyze heat dissipation, throttling behavior, and power profiles under sustained workloads.

### NVIDIA, Santa Clara, CA

*Software Quality Assurance Engineer - NVIDIA DRIVE Simulation*

May 2022 - April 2025

Python, Git, CI/CD

- Collaborated with engineering teams to conduct manual and automated software testing for SimReady Studio in NVIDIA Omniverse
- Developed and implemented automated testing solutions to improve software testing efficiency.
- Utilized Python for creating automated tests, participated in test plan development, daily build testing, and regression monitoring. Provided feedback to developers and maintained issue tracking via JIRA and NVbugs.
- Streamlined testing processes, leading to a significant reduction in testing time and increased software reliability by 60%.

### NVIDIA, Santa Clara, CA

*Software Quality Assurance - Autonomous Vehicles*

January 2022 - May 2022

Linux

- Supported testing of autonomous vehicle software in a Linux environment.
- Executed test cases and documented software issues.
- Troubleshoot execution challenges and ensured through documentation of issues.
- Improved the accuracy of issue reporting and resolution, contributing to the stability of autonomous vehicle software.

## PROJECTS

### Flixter

*Application for CodePath - Android Mobile Programming Course*

2021

- Flixter is an app that allows users to browse movies from the [The Movie Database API](#). Users can use the application to view a list of movies (title, poster image, and overview) currently playing in theaters from the Movie Database API. The details of a movie (ratings using RatingBar, popularity, and synopsis) can be seen in a separate window, as well as the trailer for the movie.