

Beatriz Santos

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(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.