

Christine Widden

Associate Quality Engineer - D&D Quality

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Experience

Software Development Engineer in Test Intern, Symmetrix, June 2023 - September 2023

- Was responsible for developing the entire automated UI test suite for an application.
- Taught myself to use the Playwright test automation library with TypeScript based on my experience with Selenium.
- Utilized Git and GitHub Actions for version control and reviewed the pull requests of coworkers, updated codebase through CI/CD, and utilized Agile and Jira for task and project management.

Interactive Entertainment Instructional Student Assistant, Cal Poly, September 2023 - March 2024

- Advised students on setting up development environments, managing work balance with a group, and developing and debugging their games made in Unity, Inform7, Godot, and Unreal Engine.
- Aided Dr. April Grow in grading student's game analysis essays and other writeups.
- Provided further game development advice and programming assistance outside of class hours.

Skills

C# TypeScript GitHub, GitHub Actions Playwright	JavaScript Postman Automated Test Development CI/CD
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Education

Bachelor's in Computer Science, California Polytechnic State University

September 2019 - June 2023, September 2023 - Present

GPA 3.66, Dean's List 9 times, now pursuing Master's in Computer Science

Relevant Courses:

- Game Development: Developing a C#-based games in Unity, alongside an in-depth look into the principles behind good game design.
- Software Development: Software Development pipeline, version control with Git, and React. Worked on developing web apps with a team while following the software development lifecycle.
- Introduction to Computer Security: A hands-on course in computer system and network security. Utilized tools such as Postman to explore network security and learn how to protect against weaknesses.

Projects

Resume Generation Web App

- Wrote a program that allows me to more efficiently create resumes for jobs, allowing the user to check off skills and experience from a masterlist in order to generate a PDF accordingly.
- Technologies: Python, JavaScript, Node, CSS, HTML

Notes Made Easy

- Worked with a team while following the software development life cycle to create a note-taking web app and connected the backend to MongoDB via Mongoose. Implemented a text editing library.
- Technologies: Mongoose, MongoDB, React, HTTP requests, JavaScript

My Hobbies

In my free time, I enjoy playing Dungeons and Dragons with friends, writing, drawing, and making and playing video games!