Christine Widden

Software Development Engineer

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Experience

Software Quality Assurance (QA) Engineer Intern, Hypertherm, June 2024 - September 2024

- Developed Python test scripts in TestComplete to automate UI localization testing, verifying multi-language functionality for client-facing applications.
- Improved test coverage and streamlined bug reporting, reducing manual testing and contributing to efficient, high-quality software releases.

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

- Assisted students with setting up game development environments in Unity, Godot, and Unreal Engine, providing debugging support in C#, C++, and Python.
- Collaborated with Dr. April Grow on reviewing game analysis essays, giving game development feedback and project advice.
- Offered additional technical and creative insights outside class hours.

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

- Built an automated UI test suite for a core application, leveraging Playwright with TypeScript based on prior Selenium experience.
- Managed CI/CD workflows using GitHub Actions, version control, and peer code reviews.
- Coordinated with teams using Agile and Jira for task tracking, boosting productivity.

Skills

C++, CMake	C#, Python, LISP
Game Development	Finite State Machines
Test-Driven Development (TDD)	Algorithm Optimization
Multithreaded Programming	Collaboration & Cross-Functional Teamwork

Education

Master's in Computer Science, California Polytechnic State University

September 2023 - December 2024

GPA 3.70, Focusing my studies on artificial intelligence, machine learning, and game development.

Relevant Courses:

- Artificial Intelligence: Graduate Level: An in-depth look into high-level artificial intelligence concepts, with focus on team projects.
- Knowledge Discovery from Data: A rigorous study in data mining and machine learning, and algorithms such as word2vec, logistic regression, and collaborative filtering.
- Theory of Computation II: A seminar course providing an in-depth examination into the topics of finite state machines, formal languages, and automata.

Bachelor's in Computer Science, California Polytechnic State University

September 2019 - June 2023

GPA 3.66, Dean's List 9 times

Relevant Courses:

- Computer Graphics: OpenGl in C++, covering fundamentals of computer graphics, rendering, and GPU usage.
- Design and Analysis of Algorithms: Techniques such as dynamic programming and divide and conquer, as well as NP-completeness and applying Big-O notation to evaluate algorithm performance.

Projects

Study on the Effects of Video Game Accessibility on Enjoyment

- My thesis work, in which I developed a Unity game with many accessibility features, and surveyed how access to these features effects player's enjoyment of the game.

More About Me

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

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