# **Christine Widden**

### **Applying For: Full Stack Software Engineer II**

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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 multilanguage 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

## Software Development Engineer in Test Intern, Symetrix, 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.

# **Skills**

| TypeScript            | Node.js             |
|-----------------------|---------------------|
| Git and GitHub        | Linux, Windows, Mac |
| Playwright            | CI/CD               |
| JavaScript, HTML, CSS | React               |

### **Education**

### Master's in Computer Science, California Polytechnic State University

September 2023 - June 2025

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

#### Bachelor's in Computer Science, California Polytechnic State University

September 2019 - June 2023

GPA 3.66, Dean's List 9 times

## **Relevant Courses:**

• 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.

### **Projects**

### Master's Thesis: The Impact of Accessibility Features on Player Experience in Video Games

 A 60-page thesis about my study on accessibility in video games, for my Master's in Computer Science from Cal Poly.

# **Curated Resume Builder**

- Wrote a web app 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

#### **Discord Chat Bots**

- Designed interactive chatbots for Discord. Used internal database to manage currency for multiple users
- Technologies: JavaScript, the Discord JavaScript library, Google API, OAuth, Node JSON DB