

JOSEPH VINCENZI

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Junior Software Engineer

Dedicated and growth-oriented recent graduate with a strong foundation in software engineering and QA software testing methodologies. Offers proven ability to collaborate and communicate well with teammates effectively, taking a systematic, hypothesis-driven approach to problem solving. Able to test and document software errors for large-scale projects under tight deadlines. Excellent at multi-tasking and working in a high-paced environment with changing priorities. Proven ability to automate software build processes, effectively reducing human errors and increasing efficiency.

TECHNICAL SKILLS

AngularJS, Typescript, JavaScript (ECMAScript 6), Node.js, C++, C#, Java, Python, React.js, npm, MS SQL, NoSQL MongoDB, jQuery, HTML5, CSS, ASP.NET, Git, AWS, Azure, Adobe Creative Cloud, TCP/IP, Windows, Linux, Visual Studio, WebStorm

PERFORMANCE HIGHLIGHTS

- Reduced human error and increased efficiency in the software build process through automation.
- Facilitated highly detail-oriented test passes as an integral part of the team developing MechAssault and Forza Motorsport AAA title videogames; wrote up 300 bug reports in two weeks.
- Selected for a specialized testing team in charge of identifying and debugging root causes of complex software errors.
- Served on a small team that successfully developed a functional social gathering application that maintained two databases and used GPS information and common interests to match users in just 10 weeks.

PROFESSIONAL EXPERIENCE

SELF-EMPLOYED, Seattle, WA

06/2006 – Present

FREELANCE INFORMATION TECHNOLOGY CONSULTANT

- Partner with companies to develop and integrate information technology systems.
- Advise on the best technology and systems to achieve business goals.

GEORGETOWN SUPER 8 FILM FESTIVAL, Seattle, WA

01/2020 – 06/2020

Software Engineering Intern

- Carried out the duties of lead software engineer, web hosting administrator, and software build process administrator.
- Automated the software build process for a team of four software engineering students.
- Created a React app that served as a digital film archive, consolidating years of film to be accessed by attendees.
- Set up and maintained web hosting for the app, documenting processes and maintenance procedures for future use.

MICROSOFT GAME STUDIOS, Redmond, WA

08/2002 – 06/2006

Test Associate III (04/2005 – 06/2006)

- Conducted testing on a number of Microsoft PC titles, including Zoo Tycoon 2: Endangered Species, Zoo Tycoon 2: African Adventure, Zoo Tycoon 2: Marine Mania, Zoo Tycoon 2: Zookeeper Collection, and Zoo Tycoon 2: Dino Danger

Software Test Engineer I (08/2002 – 12/2004)

- Played an integral role in testing and documenting Xbox games for demonstration at the Electronic Entertainment Expo (E3) under high-pressure, time-sensitive conditions.
- Aided in the development of MechAssault and Forza Motorsport AAA title videogames by facilitating test passes.
- Served as a member of a specialized testing team charged with finding root causes of complex software errors.
- Assessed the functionality of daily builds in collaboration with the software development team.

HAMLIN ROBINSON SCHOOL, Seattle, WA

06/2000 – 09/2002

IT Administrator/Hardware Technician

- Built and maintained a centralized server with multiple databases.

EDUCATION, CERTIFICATIONS, & PROFESSIONAL DEVELOPMENT

Bachelor of Applied Science in Application Development | Magna Cum Laude | Bellevue College, Bellevue, WA

Associate of Arts and Sciences (AAS-DTA) | Bellevue College, Bellevue, WA

CompTIA | A+ PC Service Technician Certification (Computer Hardware/Software Technician)

Microsoft | Microsoft Certified Professional