Corey D. Comish

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Education

University of Oregon | Eugene, OR   Sep 2015 - Dec 2019

• Bachelor of Science in Computer Science

• Undergraduate Coursework: Data Structures, Algorithms, Operating Systems, Game Programming, Linear Algebra, Graphics, Database Processing, Software Methodologies

Experience

QA Analyst | Fieldwire   Apr 2024 - Current

• Sole QA member responsible for the smooth migration of the Fieldwire web app from AngularJS to Angular

• Conducted manual testing across all areas of the website, ensuring no regressions were introduced during development

• Organized and led collaborative bug finding sessions with employees across the company, resulting in actionable user feedback and the discovery of edge cases

QA Engineer | Roku   June 2021 - Oct 2023

• Setup and maintained automated workflows to look for regressions and monitor key performance indicators of devices against daily builds

• Developed automated tests using Roku's automation framework to validate RokuOS features and assist manual QA testers with more efficient testing and bug reproduction

• Reported issues and worked directly with partner companies (Netflix, Apple, Disney, etc,.) to resolve, test, and verify software and hardware fixes

• Utilized a variety of specialized equipment and software to test and collect data on objective audio quality, picture quality, and power consumption of Roku TV's

• Interviewed, trained, and mentored several senior QA Engineers and college interns

Software Tester | Epic Games   Apr 2020 - Apr 2021

• Executed manual test cases across desktop, mobile, console, and XR platforms with a focus on Unreal Engine's Core and Dev-Tools components

• Worked closely with developers to gather any additional information on issues, as well as verify proposed fixes by utilizing upstream testing

• Created and maintained internal QA documentation on Perforce, shelf testing, and company tools tailored towards newly hired software testers, analysts, and leads

• Investigated, tracked, and reported user-submitted issues and top weekly engine crashes

Skills

Languages & Technologies: Python, C++, C#, SQL, HTML, CSS
Tools: Docker, Git, Perforce, VSCode, JIRA, TestRail, Jenkins, TeamCity
Frameworks & Engines: Selenium, PyTest, Unreal Engine 4, Unity
Equipment: Audio Precision, Quantum Data, DekTec, Leo Bodnar
Platform Knowledge: Windows, Linux, MacOS, iOS, Android, VR/AR