

Corey D. Comish

Portland, OR | (541) 601-3178
coreycomish@gmail.com | coreycomish.github.io

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 edge case discovery

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