



Corey D. Comish

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Education

University of Oregon | Eugene, OR

Sep 2015 - Dec 2019

- Bachelor of Science in Computer Science

Experience

QA Engineer | Roku

June 2021 - Oct 2023

- Setup automated devices to monitor key performance indicators of TV's across daily builds
- Developed python automation scripts to test and validate RokuOS features and assist manual testing
- Logged issues and worked directly with partner companies (Netflix, Apple, Disney, etc,.) to resolve, test, and verify software & hardware fixes
- Interviewed, onboarded, and mentored several senior QA Engineers and 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
- Discovered and logged bugs, assigning the proper priority and regression status, communicating the severity to the owning dev team
- 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: Python, C++, SQL, HTML, CSS

Tools: Docker, Git, Perforce, VSCode, MobaXterm, JIRA, Testrail, Jenkins, Teamcity

Game Engines: Unity, Unreal Engine 4

Equipment: Audio Precision, Quantum Data, DekTec, Leo Bodnar

Soft Skills: Leadership, Teamwork, Mentoring, Collaboration, Written and Verbal Communication

