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 workflow to check for regressions and monitor key performance indicators of TV's across daily builds
• Developed python automation scripts to test and validate RokuOS features and assist manual testers
• Logged issues and worked directly with partner company engineers to resolve, test, and verify software and hardware fixes
• Utilized a variety of specialized equipment and software to test objective audio quality, picture quality, and power consumption of devices
• Interviewed, onboarded, 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
• 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#, C++, SQL, HTML, CSS
Tools: Docker, Git, Perforce, VSCode, MobaXterm, JIRA, Testrail, Jenkins, Teamcity
Engines & Frameworks: Unity, Unreal Engine 4, Pygame, Pytest
Equipment: Audio Precision, Quantum Data, DekTec, Leo Bodnar
Soft Skills: Leadership, Teamwork, Mentoring, Collaboration, Written and Verbal Communication