Ruby Cecelia Sullivan

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Skills

Languages	Python, Java, Javascript, HTML/CSS, SQL, C, Ruby, VBA	**Interpersonal**	Problem solving, technical writing, cross-team collaboration, communication with domestic and international agencies and contractors
Frameworks	React, NodeCG, Gatsby, QP, Django		
Products	JIRA, TestComplete, qTest, MATLAB, Microsoft Office	**Miscellaneous**	XML, JSON, RESTful APIs, USB and Ethernet communication, Node.js, AWS

Work Experience

Kodak Alaris — August 2021 – March 2025

Software Quality Engineer II — *Feb 2023 – Mar 2025*
– Developed new firmware testing automation tools to reach previously untested portions of the firmware
– Identified security vulnerabilities for a range of existing products, some of which had existed for 5+ years
– Part of the Test Planning team for all firmware and hardware QA testing
– Collaborated with other QA engineers in overhauling our test procedures to ensure full coverage of product requirements
– Responsible for all security and network testing for a new product line
– Collaborated with an outside security consultant to complete the security assessment for a new product line
– Created design documentation for previously undocumented sections of firmware

Software Quality Engineer I — *Feb 2022 – Feb 2023*
– Automated driver software UI testing to reduce manual effort, reducing person-hours per test cycle by 30%
– Documented internal testing tools and test procedures for knowledge sharing within the Quality Assurance team
– Utilized monitoring tools to track automated testing and generate reports for team leads and management

QA Engineer, Contractor — *Aug 2021 – Feb 2022*
– Modernized test cases from Excel spreadsheets to a new testing platform
– Automated execution and reporting of proprietary Image Processing Chain testing
– Assisted Image Quality team with image quality audits and color verification for new products

Simone Center, RIT — Spring 2021

Researcher, Co-op
– Performed customer discovery and validation for a technology education start-up
– Lead a team of student researchers from a variety of science and engineering backgrounds
– Prepared and delivered technical and investment presentations

Bryx, Inc. — Summer 2016 – Winter 2016

Software Engineer, Co-op
– Proposed and prototyped a web application that became a primary product
– Designed and developed new web-based applications for first responders
– Maintained public website and performed level 1-2 tech support

Education

Rochester Institute of Technology

Bachelor of Science in Computer Science
Minor in Software Engineering
Honors: Magna Cum Laude
– Major Coursework - Concepts of Computer Systems; Software Engineering Foundations; Programming Language Concepts; Analysis of Algorithms; Cryptography; Data Communication & Networks; Data Management; Parallel & Distributed Systems; Data Mining; Data Cleaning & Preparation
– Minor Coursework - Software Process & Project Management; Engineering of Software Subsystems; Human Centered Requirements & Design; Web Engineering

Additional Experience and Awards

Volunteer, Various — 2016 – Present
– Organized/volunteered for multiple charity speedrunning events, such as Games Done Quick, RPG Valkyries, Speedruns 4 Trans Liberation, and Power Up With Pride
– Migrated the Power Up With Pride web and RTMP servers from self-hosting to AWS
– Power Up With Pride broadcast producer

Alumnus, Computer Science House
– Living learning community focusing on technology and professional development at Rochester Institute of Technology