ERIK SHIVELY

CONTACT

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GITHUB: https://github.com/ErikShively

EDUCATION

Missouri University of Science and Technology — Rolla, Missouri
B.S. Computer Science — 2015 – 2020

SOFTWARE SKILLS

Java	**JavaScript**	**Python**	**C++**	**CSS**	**C#**	**HTML**
SQL	**QT**	**ReactJS**	**MongoDB**	**Git**	**Linux Terminal/Bash**	
Selenium	**Agile/SAFe**	**Jira**				

PROFESSIONAL EXPERIENCE

QA Automation Developer — **Envision/Panera Bread** — **Feb 2022 – Present**

* Writes code in Java, Selenium to develop automated regression tests
* Refactors existing code to improve performance, consistency and readability
* Reviews pull requests and resolves merge conflicts
* Works in a Scaled Agile workflow (SAFe)
* Continues to perform manual software validation, accessibility and regression testing
* Contributed ReactJS, HTML and CSS to an annual hackathon project
* Utilized functional programming to improve script performance by 10%

Skills:
Java **Selenium** **Git** **Jira** **Cucumber**

Manual QA Analyst — **Envision/Panera Bread** — **Sep 2021 – Feb 2022**

* Performs manual software validation for new features
* Executes regression cycles for releases
* Improves testing process for better test times and coverage
* Validates database interactions via SQL
* Tests for ADA compliance

Skills:
NVDA **Jira** **Zephyr**

Caller — **Miner Phonathon** — **Oct 2016 – May 2017**

* Contacted MST Alumni to provide opportunities to donate

PROJECTS

github.com/erikshively

Portfolio Website: **https://erikshively.github.io**

* Displays a short bio, list of projects and contact info
* Utilizes ReactJS, HTML, CSS

Static Bot:

* Hooks into chat application Discord to help people organize groups (Statics)
* Utilizes NodeJS, MongoDB
* Leverages components to create a UI driven by collector events
* Prompts users for information and stores it in a MongoDB collection

Godot FPS:

* Implements first-person movement in 3d space
* Utilizes Godot, C#
* Utilizes vector math to handle collisions

PyLSB

* Implements Least Significant Bit steganography to hide data in images
* Utilizes Python, Scikit

PyVodParser

* Includes tools to generate and import machine learning models
* Utilizes Python, Scikit
* Scans through video game videos to extract information from the UI

Py1R

* Implements the One Rule ML algorithm with a similar interface to SciKit
* Utilizes Python