

Objective

To apply my passion for software development, user experience design, and software QA in order to be a versatile member of any team and produce the highest quality product possible.

Summary of Qualifications

- Detail-oriented and patient in identifying customer needs
- Self-motivated to go above and beyond expectations
- Innovative and willing to learn new solutions to problems
- Excellent verbal and written communication skills

Technical Skills

Software and Technologies:

Salesforce, Provar, SoapUI, Atlassian (JIRA, Confluence, Bitbucket), TestRail, Git, Postman, MediaLab, VeevaVault QualityDocs, Unity, Unreal Engine, Microsoft Office (Word, Excel, PowerPoint, Outlook)

Languages:

Java, C, C++, C#, Apex, Visualforce, JavaScript, HTML, CSS/Bootstrap, SOQL, JQuery, Node.js

Professional Experience

Decipher Biosciences

June 2018 – Present

Sr. Software QA Specialist (January 2021 – Present)

Software QA Specialist (January 2020 – December 2020)

Junior Software QA Associate (June 2018 – December 2019)

Responsibilities include manual and automated testing of all software systems in the company, while maintaining thorough documentation for FDA and CLIA regulatory purposes.

- Performed manual functional, exploratory, GUI, sanity, and final acceptance and validation testing of main company applications built on a variety of platforms, including Salesforce and Heroku
- Completed Salesforce development tasks using Apex, Visualforce, HTML, and JavaScript to support a mixture of Salesforce Classic and Lightning interfaces
- Supported development activities on multiple NodeJS web applications hosted on Heroku via code reviews and architectural design discussions
- Wrote, maintained, and executed detailed test cases, test plans and validations as part of a regulated software development life cycle
- Ran daily team stand-up meetings and ensured that all team members were aware of priorities
- Recorded, triaged, and drove to closure defect tickets in JIRA
- Collaborated with team members throughout the organization to gather requirements, oversee user acceptance testing, and coordinate deployment activities
- Led a small team of developers and software QA testers to maintain a frequent release schedule
- Established automated regression testing of the Salesforce platform using Provar
- Used SoapUI and Postman to perform API and integration testing on various REST services
- Maintained SOPs for regulatory compliance for the software department

Other Experience

Drop-By Application

Developer/Project Manager

Developed a mobile application to help students find events happening around campus as a means of transitioning more smoothly into college life.

- Wrote and tested a Heroku hosted application using HTML, CSS, JavaScript, and Node.js
- Ran A/B testing with Users, gathered feedback, and facilitated product iteration
- Managed deadlines and tasks between team members

Game Development

Designed and developed playable games using Unity and Unreal Engine for personal curiosity and growth.

- Escape the Maze - a maze running game using Unreal Engine, C++, and Blueprint scripting
- Millio Platforms – A basic 2D platformer created using Unity and C#

Education

Bachelor of Science, Cognitive Science (Design & Interaction)

Minor, Computer Science

University of California, San Diego

Graduated: December 2019