Joshua Jacobs

QA Engineer, Programmer, and Game Developer

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Online Resume
Github

EXPERIENCE

Nolo / Internet Brands, Pleasanton, CA — *Associate QA Engineer*

December 2015 - May 2016

Managed and developed Nolo's Quicken WillMaker Plus 2017 project test plan for Mac and Windows. This includes manual test case planning and building automation from the ground up using Froglogic's Squish.

Nolo / Internet Brands, Pleasanton, CA — *QA Intern*

February 2015 - December 2015 (11 Months)

Handled developing and regulating web automation tests with Selenium and the Robot Framework. Manually tested various aspects and upgrades to Nolo.com on mobile and desktop.

EDUCATION

Diablo Valley College, Pleasant Hill, CA — *Associate's Degree in Computer Science*

December 2015

Received an Associate's Degree in Computer Science after completing courses in HTML, CSS, JS, C++, VB, and Assembly (x86/x64).

PROJECTS

Lunar Lich — *GameBoy Jam 5*

Developed alone in ten days for the GameBoy Jam 5. Rated #183 out of 401 total entries. (Lua). On Github

Healer, Healer — *Global Game Jam 2016*

Designed and developed in 48 hours for the Global Game Jam in a team of three. My role dealt primarily with programming the game's engine, but I helped out elsewhere when possible (Lua).

Quicken WillMaker Plus 2017 — *Windows/Mac*

Performed automation and manual testing for Quicken WillMaker Plus 2017 during its pre–alpha and alpha stages of development at Nolo.

SKILLS

C#/C++

Python

Lua

HTML/CSS

JavaScript

PHP

SQL

Git

SVN (Subversion)

Squish (BDD)

ROBOT

Selenium

Jenkins

JIRA

Confluence

TestRail

Black Box Testing

White Box Testing

SDLC/Agile

Unity

UE4

CERTIFICATES

Certificate of Achievement for Advanced C++ Programming
(December 2014)

Certificate of Achievement in Computer Architecture
(October 2015)

Certificate of Achievement in Program Design
(October 2015)