Justin Stephenson

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Portfolio: https://justinstephenson.github.io

WORK EXPERIENCE

Test Automation Engineer; Internship: Univeris   **May 2020 – August 2021**
- Produced numerous UI tests with Java using internal framework based on Selenium and TestNG
- Analysed and fixed bugs found during testing
- Responsible for running integration tests and making sure testing pre-requisites were satisfied
- Accountable for doing database backups and restoration before end-to-end testing cycle
- Created Bash script to determine encoding of SQL files were UTF-8 before they went to production

Software Developer – Quality Champion: Univeris   **July 2022 – Present**
- In addition to strong programming skills, developers at Univeris are expected to have strong knowledge of CI/CD (Gitlab, bamboo), to be proficient with SQL, experienced in quality technologies (JUnit, Mockito, Jest), and more
- Contributed to Vue.js with headless migration by creating easily maintainable components, well thought out code, and organized documentation
- Regularly demonstrated features/designs to groups of directors, stake holders and fellow developers
- Worked on JSF migration, created an extensive test plan to ensure a quality product which includes: manual testing, cross-browser testing, functional testing, updating automated tests, and more
- Continuously updated a JSF cookbook (documentation) with new findings and design patterns

SKILLS

- Programming Languages: Java, C#, SQL, JavaScript, Typescript, HTML, and CSS
- Frameworks/Tools: Git, REST, React.js, Redux.js, and SCSS
- Atlassian Stack: Confluence, JIRA, and Bamboo
- Operating Systems: Windows, Linux, Android, and iOS
- Experienced with Agile project workflow and SDLC
- Advanced knowledge of design, implementation, and the analysis of data structures and algorithms
- Excellent written and verbal communication skills

EDUCATION

York University, Canada   **Graduated: May 2022**
Honours Bachelor's of Science, Computer Science

Centennial College, Canada   **Graduated: May 2014**
Ontario College Advanced Diploma, Electronic Engineering

SOFTWARE PROJECTS

Web App - Pokémon Dashboard - https://justinstephenson.github.io/Pokemon_Dashboard
- A Pokémon dashboard that offers plenty of information on any given Pokémon
- Utilizes the RESTful PokéApi for the backend data, React with Redux for frontend
- Responsive with custom made components

Unity Game - Aerial Invasion - https://github.com/JustinStephenson/Aerial_Invasion
- Entertaining game that includes simple controls and easily understood mechanics
- Designed and implemented using C# in the Unity game engine
- Applications published on the Google Play Store includes monetization using Google AdMob API