

# MICHAEL SANDERS

## Computer Science

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📍 Nebraska, USA  
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## SUMMARY

Results-driven Software Engineer with 2 years of experience in quality assurance and software testing. Adept at leading projects and curating exceptional user experiences. Skilled in programming with proven ability to communicate effectively across multi-disciplinary teams.

## EXPERIENCE

### QA Engineer

#### Bose

📅 June 2023 – Present

📍 Remote

- Completed stories in an epic of 400 where I implemented accessibility IDs in the Bose Music App using Swift and Kotlin to 10+ million users.
- Improved visually impaired users' experience by enhancing the in-app screen reader on 40 pages.
- Reduced automation maintenance load by optimizing over 200 locators within the app.
- Was a vital part of the communication pipeline between developers, the UX team, and the automation team.
- Participated in enterprise-level smoke and regression tests and completed story validation for mobile software and hardware.

### Game Producer | Designer

#### University of Nebraska Medical Center: College of Nursing

📅 August 2022 – May 2023

📍 Lincoln, NE

- Published a VR escape room to the Oculus Store serving as Scrum Master a 6-member team.
- Created and sequenced game tasks and curated user immersion as the level designer.
- Led meetings with stakeholders ensuring transparency on my team's capabilities and client satisfaction.
- Optimized the framerate and battery performance of Quest headsets to meet the standard of the Oculus Store.
- Created assets and scripts using Unity, C Sharp, and Blender.

### QA Engineer

#### Hudl

📅 May 2022 – August 2022

📍 Lincoln, NE

- Transitioned a beta product into production within the Competitive Football Unit (New Hudl).
- Enhanced Hudl's Selenium web UI testing suite using Python by developing and integrating tests for 20+ product enhancements.
- Discovered and documented root causes and possible ticket fixes for defects, using Jira, which prevented 8 production bugs.
- Engaged in user interviews to gain insights into the needs of power users, effectively identifying and preventing the advancement of a feature enhancement to production that did not align with user expectations.

## SKILLS/STRENGTHS

JavaScript Python Bash Swift  
C# .NET React Angular Unity  
SQL MySQL Kotlin HTML & CSS

Miro Figma Sketch Invision Jira

QA Methodologies SDLC UX/UI  
Creativity Git Technical Writing  
Strong Communication

## EDUCATION

### Bachelor's in Computer Science Minors in Math and Art

#### The University of Nebraska - Lincoln

📅 August 2019 – December 2023

GPA : 3.28

## PROJECTS

### Personal website

#### React, JavaScript, Python

- Mini Projects within: QR code generator, chat-bot, number guessing game, link tree, Spotify- Youtube app.

## ACHIEVEMENTS

🏆 Dean's List Honoree  
2022, 2023

🏆 Chancellor's List Honoree  
2023

## LEADERSHIP ROLES

📦 RA  
facilitated 120 student's college experience

👥 President of Brother 2 Brother,  
RSO with goals of connecting minority men on campus

👥 Senator of Student Body Government

# A DAY OF MY LIFE

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