

Quinn Paterson

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Summary

Well-rounded software developer with expertise in a wide range of technologies, including Java, JavaScript, Kotlin, Python, C, C#, and more. Experienced in automation, testing, networking, embedded systems, and mobile development, with a proven ability to quickly learn new tools and frameworks. Passionate about entrepreneurship and innovative design, with experience in personal projects like Spontanius and Reformer. Open to diverse roles such as full-stack development, DevOps, Python or Java development, and Android development, aiming to contribute to impactful projects while continuing to grow professionally.

Education

Bachelor of Engineering, Software Engineering
Graduated Spring 2021
University of Victoria, Victoria, BC

Work Experience

R&D Test Engineer, May 6, 2024–Sept 23, 2024
Schneider Electric

- Used Python to establish and expand test automation suite for upcoming hardware project.
- Developed libraries for handling communication with MCU bootloader, BACnet communication and microcontroller for electrical inputs.
- Worked with machine vision library to process images for testing.
- Used requirements to develop test suite, test plan, and test framework for upcoming hardware system.
- Designed a hardware rig for testing various electrical, software and mechanical inputs and outputs as well as integrated system testing.

Test Software Developer, Jan 26, 2023 - May 6, 2024
MDA Space

- Used Python to automate the control of various pieces of hardware to perform verification on satellite parts.
- Worked with numerous groups / stakeholders to gather requirements, develop software and provide continuous support.
- Wrote code to communicate between various devices on network using TCP/IP Serial, Telnet, SCPI and other communication protocols.
- Wrote CI/CD code to assist with deploying software between wide variety of machines, and to automate regular performance of testing.

Embedded / Android Developer, Sept 28, 2021 - December, 2022
Medipense

- Worked to develop and refine features for an Android based real time medical assistance device. This development was done in a mix of Java and C.
- Was responsible for planning and developing the complete implementation of a safety sensitive android pill tracking application developed in Kotlin following Google architecture recommendations including asynchronous features, database development, and long-running processes.
- Developed large suite of automated tests to expand coverage of pre-existing features, as well as full coverage of all new app features.
- Wrote driver code for integrating new hardware pieces in C including new screen and mechanical delivery mechanism, debugged pre-existing code.

Project Founder and Leader
Spontaniius

Sept, 2020 - Sept 2021

- Founded team of student volunteers and managed project in order to create application.
- Designed and implemented a socialization focused app in Android.
- Developed front end through Java / Kotlin, developed back end using Node.js and PostgreSQL.
- Planned and implemented serverless architecture for back end of application on AWS and Google Cloud (Lambda, Rds-Psql, and Cognito) via developing APIs.
- Managed git repo for project, performing code review and helping to merge in branches from varying participants.

Middleware Development co-op
ICBC

Feb 1, 2019 - August 30, 2019

- Created an internal web application for updating documentation for connections between services using Sharepoint as its backend. Developed using HTML, CSS, Javascript, Angular.
- Worked to migrate discrete services into a system bus for easier long term support.
- Created an automated testing package to maintain future quality for the internal application. Taught automation to others.
- Created customized Splunk dashboards for various error types.

Quality Engineer

Millson Technologies

September 25, 2017 - December 22, 2017

- Designed and implemented a comprehensive automated testing system for multimedia device controller using C#, also an automated test suite / reporting system using Selenium, NUnit.
- Debugged multimedia embedded system, and added new features using C.
- Prototyped and documented implementation of IoT features into multimedia device.
- Developed a web interface to control IoT devices.

Dev Support QA

Electronic Arts

January 21, 2017 - September 25, 2017

- Used Python to create tools to improve quality of work including web crawlers, and a browser tool for opening a website across all locales
- Automated various test cases using Java, Selenium and Junit.
- Worked with various teams by writing various error fix tickets, performed followup with developers to clean backlog and refine priorities.
- Performed API testing
- Wrote test cases and test suite for existing and new EA Games websites including EA Sports Websites and Starwars Battlefront. Searched for errors and debugged using HTML, Javascript and CSS Inspection.

Technical Skills

- Programming Languages: C, C#, Java, Kotlin, Python, HTML, CSS, MySQL, PostgreSQL, Javascript
- Software: Gitlab, Github, JIRA, Testrail, Confluence, Microsoft Visio, Unity Engine, Android Studio, Eclipse, NetBeans, Splunk, PyCharm, Microsoft Office Suite
- Packages and protocols: Selenium, Pytest, Modbus, SCPI, Telnet, IP/TCP
- Documentation: Confluence Pages, Technical reports, QA Reports, Requirements documents
- Languages: English, Native; French, Intermediate