Simar Cheema

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EXPERIENCE

Software Test Engineer | *Major League Baseball*   El Segundo, California | *January 2025 – Present*

- Automated new features before development, shifting testing left and increasing deployment confidence
- Built and deployed a CI/CD-driven automation suite using GitHub Actions, enabling seamless test execution across environments
- Developed AI-powered test automation using GenAI to preemptively test features before development, reducing post-release bugs
- Migrated legacy Selenium test cases to Playwright, improving execution speed and reducing maintenance overhead
- Led regression testing for Apple Pay integration, uncovering high-severity bugs that could have impacted thousands of transactions

Software Engineer Intern | *Major League Baseball*   El Segundo, California | *June 2024 – September 2024*

- Built a full-stack test automation project using Node.js and Playwright for MLB's ticket sales website, responsible for 8-figure revenue
- Refactored codebase from 7,500+ lines to 250, enhancing maintainability, performance, and readability
- Developed 100+ end-to-end tests covering key revenue-driving workflows, ensuring robust test coverage
- Optimized test execution by leveraging parallel execution, reducing manual testing time by 78.5%
- Designed a data-driven test strategy using CSV-based test inputs, improving flexibility and scalability of automation
- Uncovered critical bugs in lower environments, leading to proactive fixes before production releases

Software Engineer Intern | *Major League Baseball*   Costa Mesa, California | *June 2023 – December 2023*

- Automated over 80 black-box end-to-end test cases, reducing manual test execution time and catching critical defects early
- Enhanced test automation architecture, introducing unique React element identifiers, simplifying test case maintenance
- Developed test reporting solutions using Allure and Sauce Labs, improving visibility into test execution and failures
- Led automation training sessions, coaching QA engineers on Playwright automation best practices
- Identified and resolved UI inconsistencies by collaborating with frontend engineers, improving React component testability

Full Stack Software Engineer | *UCI CubeSat*   Irvine, California | *October 2022 – September 2023*

- Worked as a full stack developer in a team of 5 to continue the development of a website to monitor satellite operations
- Converted backend from Python to TypeScript and Express for maintainability
- Conducted research about different databases and how their strengths and weaknesses align with the project
- Created database schema and transitioned database from PostgreSQL to MySQL using PlanetScale to test the project

Undergraduate Lab Tutor | *UC Irvine*   Irvine, California | *September 2022 – January 2023*

- Coordinated with a Teaching Assistant to assist 50+ students in an introductory programming class in Python
- Answered questions about programming concepts and code debugging and proctored tests
- Taught fundamental programming concepts such as basic data structures, functions, and classes

PROJECTS

Full Stack React Game | React Frontend **|** Express Backend

- Built a full-stack real-time multiplayer game using Node.js, Express, React, and Socket.io
- Utilized RESTful API architecture and socket-based communication to handle game state, player sessions, and game logic
- Created a dynamic and interactive user interface with React and React Router

Zombie Game | View Code

- Designed and developed an interactive third-person shooter game using Pygame with a progression loop
- Designed back-end data structures to store the state of the game as the game progresses
- Created a graphical interface using gimp photo editing software

UniWell Swift IOS App | View Code

- Worked in a group of 4 to develop UniWell, a wellness habit-tracking app, using SwiftUI and Apple HealthKit to track hydration, sleep, and fitness levels
- Implemented personalized recommendations based on user data, integrating GPS, MapKit, and ExerciseAPI for health insights
- Utilized Firebase for secure user data storage, ensuring privacy while offering real-time access to personalized wellness metrics.

EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science | GPA: 3.91   *September 2021 - December 2024*