

SKILLS & TECH

Python Object-oriented Programming
Test Automation Selenium WebDriver
Test Frameworks Python unittest
Git SQL Databases Data Processing
JSON Jira Agile/Scrum

PROJECTS

TRON

December 2018 | AI Capstone Project
Game bot trained using reinforcement learning (SARSA λ for Q approximation)

DROPBOX

April 2017 | CS Systems Security Final
File manager with secure user/password storage and session token handling (built and penetration-tested)

ETYMOWL

September 2016 | Chrome Web Store
Light-weight etymology search extension for Chrome

EDUCATION

BROWN UNIVERSITY

ScB Computer Science
AB Classics

May 2019 | Providence, RI
GPA: 3.8 / 4.0

CERTIFICATIONS

PATENT AGENT

U.S.P.T.O. • Reg. No. 78,648

EXPERIENCE

SOFTWARE QA / AUTOMATION ENGINEER | VISIBLE BODY Oct 2020-Present | Framingham, MA

- Write and execute comprehensive test plans for web and mobile applications
- Develop automated tests using Selenium WebDriver/Python unittest to validate frontend web application UI & functionality
- Train other members of QA team to utilize and contribute to automation efforts

Achievements

- Developed 150+ automated UI tests for web application in Selenium/Python, replacing > 50% of manual testing effort previously required for application releases
- Promoted from Software QA Engineer to Automation Engineer after less than nine months at company

TECHNOLOGY SPECIALIST | WOLF GREENFIELD & SACKS May-Aug 2018, Sept 2019-Sept 2020 | Boston, MA

- Provided technical expertise and prepared patent applications in areas relating to computer software and hardware

PTOC SOFTWARE ENGINEERING INTERN | MITRE CORP Winter 2015-2016, Winter 2016-2017 | Bedford, MA

- Developed R code to parse GPS data from live sources and calculate/plot error ellipses
- Ported a pair of battlespace management applications for Vive & Rift to Google Cardboard using Unity and C#

SOFTWARE ENGINEERING INTERN | MITRE CORP June -Aug 2015 | Bedford, MA

- Built Android apps for use in an attack/defend style Capture the Flag security competition
- Developed Android native software to process sensor data collected by Google's Project Tango
- Wrote Ruby server code to upload RGB-XYZ data in real-time and used C# scripts to display in Unity