**Adam Estela Software Engineer  
AdamEstelaResume.azurewebsites.net**

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**Education DigiPen Institute of Technology, Redmond, WA** B.S. in Computer Science with a Minor in Mathematics -- Graduated December, 2013  
  
**Professional 4 Years –** C/C++ [STL]

**Profile 2 - 3 Years** – C#, Javascript, HTML, CSS  
 **~1 Year –** NodeJS, AngularJS, Python, Selenium, SQL, Shell, HLSL, GLSL, Java

My foundation lies in extensive use of C/C++ which I used to develop several game engines from scratch. I utilized heavy math, complex algorithms and optimization while architecting game engines, graphics pipelines, AI, and more. On my game teams I took further initiative by accepting product manager responsibilities and additional classes, ultimately succeeding in delivering each milestone with tremendous success. I successfully completed 5 games during my 3.5 years of matriculation alongside tutoring and an overbooked course load. I have since excelled in web and software development.

**Work Microsoft,** January 2015 - Current

**Experience** *Software Engineer in Test II*

I work on several HoloLens experience incubation teams to architect and develop an automation framework and toolset, from the ground up that scales across multiple products and devices.

● Promoted in 5 months based on merit.

● Programming primarily in C# to develop automation tools that facilitate complex environments with several different simultaneously running products on varying device types.

● Working alongside developers on several projects to find and fix bugs in the product.

**PaperG, Inc.**, February 2014 – January 2015

*Software Engineer in Test II*

I was one of two SDETs who developed the test automation framework, infrastructure, and tools.

● Promoted in 4 months based on merit.

● Developed tools, features, and infrastructure that improved test performance.

● Contributed to front-end feature development.

● Prevented regressions with reliable, multi-browser automated UI tests and monitoring.

● Developed custom utilities, reducing false negatives by ~80%

I quickly grasped Javascript, Java, HTML, and CSS as well as several new tools.

**DigiPen Institute of Technology**, January 2012 - December 2013

*Teaching Assistant and Tutor*  
 Graphics / Game Implementation Techniques / English / Computer Science / Math



**Game**  **Luminosity**, 2011 - 2012 -- AI, UI, game-play, engine  
**Projects** *PAX 2012 DigiPen Booth*

● Implemented A\* path-finding efficient to support thousands of agents in real time  
 ● Designed and implemented compatible AI behaviors that allow strategic growth

● Implemented and tested game logic, UI, and content. (More info on website)

**Wub Wub Racer Magic**, 2012 - 2013 -- AI, UI, game-play, engine.  
 ● Created AI behaviors and logic for airplanes to race in an open 3D environment (no track)

● Designed and implemented underlying logic system for component based engine  
 ● Designed and implemented underlying UI system as well as content.