**Adam Estela Software Engineer  
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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++

**Profile 1 Year** – C#, Java , Javascript, HTML, CSS, Python GLSL  
 **< 1 Year –** AngularJS, Git, Strider CI, Selenium, SQL, Shell, HLSL

My foundation lies in C/C++, OOP, algorithms, and implementation of most data structures which I used to build several game engines from the ground up with teams of four developers. On these teams I not only acted as developer, but producer, where I ensured complete milestones and product delivery 100% of the time. I built 5 complete games during my 3.5 years of matriculation.

**Work PaperG, Inc.**, February 2014 - Current

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

I help lead test efforts, expanding and improving our testing and CI platform by:

● Making the CI process transparent with improved performance, tools and features

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

● Increasing reliability of UI tests with custom utilities, reducing false negatives by ~80%

● Leading test efforts, raising quality with intelligent coverage across multiple test types

I quickly grasped Javascript, Java, HTML, and CSS as well as several tools that allowed me to work more effectively. Within a week I was contributing code, and after 4 months, I was promoted.

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

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

While working towards my degree I was TA for several subjects where I patiently assisted students through problems, aided in debugging, explained concepts, and offered encouragement.



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

● Developed A\* path-finding in C++ efficient to support thousands of agents in real time  
 ● Developed unique and compatible AI behaviors that allow strategic growth

● Developed game logic, UI, and content with large customer facing focus.

**Wub Wub Racer Magic**, 2012 - 2013 -- AI, UI, game-play, engine.  
 ● Created AI behaviors for airplanes to follow a target, lead a race, and determine leader (deprecated)

● Developed state based logic system in C++ to flexibly support game, AI, and GUI logic  
 ● Developed UI system and tools in C++ to create a GUI enjoyed by all

**Availability** To be discussed.  
 For more information please visit my personal site and LinkedIn.