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

My foundation lies in low level programming (C/C++) 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. I built five complete games during my 3.5 years of matriculation and have written tens of thousands of lines of code. I now utilize my foundational skills in a web environment.

**Work Microsoft,** January 2015 - Current

**Experience** *Software Engineer in Test*

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

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

● Working side-by-side with developers on several projects to develop scalable test automation tools with a simple test authoring interface.

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

*Software Engineer in Test II*

I expanded and improved the testing and CI platform by:

● Making the CI process as transparent and easy for devs as possible

● Preventing regressions with reliable, multi-browser automated core user experiences

● Improving tests and tools to provide more reliable feedback

I quickly grasped Javascript, Java, HTML, and CSS as well as several tools that allowed me to work more effectively. After 4 months, I was promoted for merit based contributions.

**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 for airplanes to follow a target, lead a race, and determine leader (deprecated)

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