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

My foundation lies in low level programming (C/C++) which I used to build three game engines from scratch with teams of four developers. On these teams I not only acted as a multi-disciplinary developer, but producer, where I ensured complete milestones and product delivery. I built five complete games during my 3.5 years of matriculation alongside tutoring and a full course load. I have since excelled in web and software development.

**Work Microsoft,** January 2015 - Current

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

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

● 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 improve code and product quality.

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

*Software Engineer in Test II*

I was one of two SDETs who built and expended our testing and CI infrastructure.

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

● 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 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.

**Availability** To be discussed.  
 For more information please visit **AdamEstelaResume.azurewebsites.net.**