

Adrian De La Torre

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Experience and Activities

Software Engineer I - II at PacBio

Jul 2022 - May 2024

- Supported verification of major customer releases; triaging, fixing bugs, and testing as required
- Upgraded communication with new API versions of Festo and Aerotech controllers
- Improved on sample sheet pipeline, from customer UI/UX to primary analysis handoff
- Designed XML schema flexible in mapping reagent plate positions for a 3D gantry to navigate to
- Ensured stability during major FW overhaul of crucial high speed stepping stage component
- Created conference demo version of the customer application (in use 1-2 years) that had no issues
- Interviewed 5+ software engineering applicants to determine technical knowledge and culture fit

Software Test Engineer I at PacBio

Mar 2022 - Jul 2022

- Validated routine internal software releases through manual and automated testing methods
- Collaborated with developers to isolate root cause and reported findings in bug reports
- Gathered and documented feedback from internal lab users for our software application suite
- Built an understanding of software/hardware components of sequencer and cluster instruments

Day Porter at Sandstrand Services

Jul 2021 - Jan 2022

Technology Repair Assistant at AeiOu Tek

Jul 2019 - Sep 2019

Technology Intern at Brandes

Jun 2018 - Sep 2018

- Visualized data (SQL Server) that displayed how much time the company devotes for select tasks
- Optimized search engine results by drafting titles and meta descriptions for brandes.com

Skills

Programming languages: C#, Python, C++, C, MATLAB, Verilog

Software & more: .NET Core 3.1, .NET 7, WPF, NUnit, XSD, JSON, XML, SMC (Java App), Ninject, Appium, Pspice, Synopsys Custom Designer, Autodesk Inventor, LaTeX, Eng/Span Fluency

Education

University of California, Riverside

Riverside, CA

B.S. in Computer Engineering

Sep 2017 - Jun 2021

Cumulative GPA: 3.6

Relevant Courses: Data Structures and Algorithms • Software Construction • Embedded and Real-Time Systems • Sensing and Actuation for Embedded Systems • Machine Learning and Data Mining • Computer Vision • Computer Graphics • VLSI Design • Electronic Circuits

Programming Projects

[More Projects](#)

[Power Quest](#)

Jun 2021

Languages and tools used: C#, Unity

- Developed a 2D video game with a team of five using Scrum