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Employment

QA Automation Engineer **theScore, Toronto** **April 2018 – Aug 2019**

theScore Bet

- Implemented an automated testing pipeline using Appium, Cucumber BDD, Jenkins CI for theScore's recently launched mobile app for sports betting
- Developed a Python framework to run load tests against company API and server capabilities. This helped identify major server and devops issues, which were resolved appropriately, before publishing the app to a production environment
- Developed chatbots to test theScore live chat's load capacity and latency

QA Automation, Intern **theScore, Toronto** **May 2016 – Aug 2017**

theScore Sports

- Developing and testing theScore's Android and iOS mobile applications
- Developed an UAT level Automated testing framework using Appium, which reduced a 2 week long manual testing regression process to a 15 hour automated testing pipeline
- Writing and maintaining automated tests while adhering to the nuances of cross-platform testing
- Understand SDLC (Software Development Life Cycle) - planning, development and measurement
- Participating in bug triaging, priority assessment and coverage tracking of reported bugs into theScore's internal bug tracking system
- 2000 commits and over 500, 000 lines of code contributions on GitHub

Languages And technologies

- C#.NET; Java; Python, Objective-C; JavaScript; Kotlin; Elm; HTML; CSS; YAML
- GitHub; Jira; Selenium; Appium; Cucumber; TestRails; Jenkins; XCode; Unity

Education

Honours Computer Science **McMaster University** **Sept 2013 – Present**
Co-op (B.A.Sc.)

- Coursework: Algorithms and Design; Operating Systems; Engineering Entrepreneurship; Engineering Capstone

Technical Experience

Projects

- **Research Casino VR** (2019-20). A final year university capstone project to build a realistic gambling casino environment in Virtual Reality. The environment variables are controlled by Researchers, which allows them to study the effects of risk aversions, based on the player's experience and interaction in the VR world. Built using C#.Net, SQL, HTC Vive, Oculus and the Unity game engine
- **OpenGL Chess 3D** (2017). Developed a 3D chess game using C++ and OpenGL graphics library. OpenGL was used to implement and illustrate several core concepts in modern 3D Graphics, including Ray casting, Object picking, Lighting, Textures, Alpha blending, Interactive camera and Shaders etc

Volunteering experience

- **Outreach at McMaster** (2017-18). Delivered guest lectures at elementary schools. Focused on developing interest in Computer Science and introduced basic programming concepts to develop games using Elm
- **Canada Learning Code** (2019). Mentored at Software Design, Javascript, Html and CSS workshops. Aimed at helping local communities learn and harness the power of emerging software technologies