

Anthony Tesoriero

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Education

Rowan University

Bachelor of Science in Computer Science

Artificial Intelligence Concentration & Minor in Mathematics

Glassboro, NJ

May 2021

Skills

Java, Python, Swift, React, GitHub/Git, Xcode, XCTest, HTML, CSS/Sass, Typescript/
JavaScript, MySQL, Agile, VSCode, macOS, Windows, Linux, Unix

Experience

Apple Inc.

Software QA Engineer - CE

August 2021 - Present

Jan. 2023 - June 2023

- Contributed clean well-documented code weekly to team repository using git, creating multiple pull requests and branches for different versions across many builds
- Coded efficient automations covering macOS and iOS platforms with Swift, XCTest, and multiple propriety libraries and frameworks, saving hours of time for daily build tests
- Performed manual UI regression testing when needed across all platforms, including internal APIs and SDKs, ensuring consistent quality and resolutions for existing bugs
- Partnered with dev engineers for time sensitive bug fixes before pre-submission release
- Responsible for all macOS pre-submission feature testing and automation, facilitating reviews verifying and qualifying pre-submission code
- Shipped public iOS feature as a directly responsible individual, working cross-functionally with EPMs, dev engineers, and managers to meet deadlines, decide between time tradeoffs, and communicate weekly status reports to all involved teams and stakeholders
- Created iOS test suite with 25 detailed test cases of varying priorities based on feature requirements, establishing maintainability for future manual and automated testing
- Learned Swift programming language within 2 weeks to begin urgent software automation development at production level

Specialist

August 2021 - Present

- Greeted and probed customers to clearly analyze their situation, while using extensive product knowledge and problem solving skills to find the optimal solution for their needs
- Connected with and coached teammates to help them exceed expectations, while properly communicating positive and negative feedback to reinforce learning
- Ensured technology and merchandising standards were met with high attention to detail, giving the customer a high quality experience while increasing team efficiency
- Lead team members in multiple store visual resets, creating and curating readable guides to allow for seamless work across all team member skill levels

Rowan University, Department of Computer Science

Robotics Researcher & CS Learning Assistant

Sept. 2018 - May 2021

- Increased efficiency of Linux based LEGO EV3 Robots with Python by finding new ways to use infrared sensors and a PixyCam for basic object tracking, and enhancing object detection
- Used sensors with systems such as OpenCV to create better student learning experience
- Began creating Python based automated system to convert visual based LEGO Scratch code into LEGO MicroPython to make lower level learning and debugging simpler
- Performed code reviews with dozens of computer science students to assist in Java and Python programming assignments and education, and basic object oriented programming
- Effectively communicated project goals to students while developing deeper problem solving skills to achieve better results in student code at a quicker rate