Jeremy Hurst

WORK EXPERIENCE

OCTOBER 2016 - PRESENT

Software Test Engineer
Google, Mountain View, CA

Google Home (Contractor for eTouch Systems)

- Third party interface testing for home automation Skills used: **Python, Google internal tools**

JULY 2016 - AUGUST 2016

Software Development Engineer in Test II Comcast Interactive Media, Philadelphia, PA Xfinity Home (Full Time Employee)

- Contributed to developing a complete overhaul of Xhome backend architecture
- Managed iOS Automated testing Skills used: **Java, IntelliJ, JUnit, Python, locustio**

DECEMBER 2014 - JULY 2016

Software Engineer

Comcast Interactive Media, Philadelphia, PA Xfinity Home (Contractor for Harvey Nash)

- Developed a tool for monitoring the health of servers used by Xfinity Home applications.
- Developed an http proxy tool which selectively rewrote packets to simulate test scenarios that are difficult to reproduce.
- Developed an interactive terminal for accessing the backend API to make Xhome application development smoother.

Skills used: Ruby Metaprogramming, ERB, Highcharts, Net::HTTP, crontab

OCTOBER 2013 – DECEMBER 2014 Software Development Engineer in Test (SDET) Comcast Interactive Media, Philadelphia, PA Xfinity Home iOS (Contractor for Harvey Nash)

- Assessed risk of Xhome iOS releases. Managed Xhome iOS automated testing
- Added automation hooks within the iOS application and fixed defects

Skills used: Ruby, Cucumber, Charles, Wireshark, Jira, Xcode, ObjectiveC

JULY 2012 - JULY 2013

Software Developer Solfo, Burbank, CA yellowbot.com

- Wrote and debugged web crawlers written mostly in Perl to scrape business data from websites. Skills used: **git, Perl, regex, VIM, html, javascript** △ 817 N 10th St.

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EDUCATION

2008 – 2012 BA in Computer Science

Major in Computer Science, Mi-

nor in Physics Earlham College

SOFTWARE SKILLS

GOOD LEVEL Ruby, Python, Perl, C++, git,

Bash, Jira, Xcode, VIM,

Charles

INTERMEDIATE Java, IntelliJ, C#, Unity, LATEX,

Ruby Metaprogramming, NET::HTTP, Wireshark

BASIC LEVEL PostgreSQL, Lisp, Unity,

Android, Swift

RESEARCH

2011 - 2012 Cognitive and Sub-regular

Complexity

Developed computational models to describe string sets of phonetic stress patterns in human

languages

Fall 2011 Controlling an Autonomous AR

Drone using Hand GesturesComputer Science major Senior

Project

Personal Projects

2016 Neil DeGrasse Tyson Twitter bot

Created an immitation bot which learns from Neil Tyson's tweets, generates its own, and posts them on its twitter

2015 Skype Chat bot

Created an interactive custom machinelearning chat bot to impersonate a friend

2014 "Don't Die" Video Game

Paired with a designer friend to complete a video game using Unity and C#