# Jeremy Hurst

## WORK EXPERIENCE

JULY 2016 – PRESENT

### SDET 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 gained: **Java, IntelliJ, JUnit, locustio**

DECEMBER 2014 – JULY 2016

### Jr. Software Developer
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 gained: **Ruby Metaprogramming, ERB, Highcharts, Net::HTTP, crontab**

OCTOBER 2013 – DECEMBER 2014

### 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 gained: **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 gained: **git, Perl, regex, VIM, html, javascript**

JANUARY 2010 – MAY 2012

### Web Developer
Computer Science Department, Earlham College, Richmond, IN

cs.earlham.edu

- Maintained Earlham's CS Department web page
- Worked with a team to do a complete overhaul of the website

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## EDUCATION

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|---|---|
| 2008 – 2012 | **BA in Computer Science** MAJOR IN COMPUTER SCIENCE, MINOR IN PHYSICS *Earlham College* |

## SOFTWARE SKILLS

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|---|---|
| GOOD LEVEL | Ruby, Perl, Python, 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

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|---|---|
| 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 Gestures** *Computer Science major Senior Project* |

## PERSONAL PROJECTS

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|---|---|
| 2016 | **Neil DeGrasse Tyson Twitter bot** *Created an immitation bot which learns from Neil Tyson's tweets, generates it's own, and posts them on its twitter* |
| 2015 | **Skype Chat bot** *Created an interactive custom machine-learning 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#* |