

BRAYDEN BERTRAND

2653 Commercial Drive
Vancouver, BC, V5N 4C3
778-995-8545

<https://ca.linkedin.com/in/brayden-bertrand-b93962b7>

SUMMARY

Highly motivated diligent automation professional with an expertise in:

• C# Software Development	• Team Management
• C++ Software Development	• Testing tool Creation
• Automation Experience	• Training Developers
• Jenkins, Selenium	• Creating Test plans
• Java, Groovy, Python	• Internal and External Communication Skills

PROFESSIONAL EXPERIENCE

OnGuard Security

2019-Present

Automation/Business technology, Software Developer

2019-PRESENT

- Developing software to replace outmoded industry standard applications with solutions that best solve the issues hindering the service teams.
- Collecting data on various levels of the company to display to the stakeholders to allow them to make more accurate decisions on how to improve the organization's process and efficiency.

Electronic Arts

2015-2019

NHL Automation, Software Developer in Test

2017-2019

- Creating Automation scripts to test the NHL video game.
- Managing the NHL Automation Farm and the NHL automation script execution.
- Writing and maintaining technical documentation on automation and reporting.
- Training new software engineers.
- Communication with remote teams in Romania, with the QA team and the Romanian engineers.
- Communication with the EA NHL QA team and assisting with the creation of test plans.
- Working with the newly created Data team and assisting with the transition of responsibilities from the Automation team.
- Assisting with the creation of a new bug reporting pipeline for the QA team in regards to Automation.
- Creating reports for NHL Leadership to gain insight on the state of the game.
- Communicating with NHL Leadership on the current state of the NHL Automation.

Fifa Quality Assurance, Quality Analyst

2016-2017

- Writing Test plans to identify problem areas within the application.
- Executing test plans and logging the results to allow the Development team to fix any found issues.
- Inter-team communication and organization. Communication between game teams was needed for improving the testing process.

NoTime Studios

2015-2017

Team Management, Lead Software Developer 2016-2019

- Creating coding architecture for the product alongside designers in a multi disciplined team.
- Writing and maintaining all project related technical documentation.
- Managing a team of five engineers that then ramped up to eight with three contractors near the end of the project cycle.

Application Development, C# Software Developer 2015-2016

- Application development in C#.
- Actively participating in an Agile development process.
- Code reviews, and other code quality assurance tasks.

Inkpad Studios

2016-2016

Application and tool Development, C# Software Developer 2016-2016

- Application development in C#.
- Actively participating in an Agile development process.
- Code reviews, and other code quality assurance tasks.
- Tool creation to help the overall production of the project and future projects.

Premium Fire Protection

2013-2014

Team Management, Technician manager 2013-2014

- Managing a team of four Technicians, assuring the team is synced up on tasks, know what they need to do next, and what tasks go to who.
- Continued with all my previous Technician tasks.

Information Technology, Technician 2013-2013

- Setting up and maintaining servers and databases.
- Fixing any and all computer or equipment related issues in the head office.
- Traveling in between the other branches to resolve large scale issues.
- Workstation setup.
- Virus removal and security.
- Password recovery.
- Updating the Premium Fire's website.

EDUCATION

SQL Fundamentals, SoloLearn Certification

C++, SoloLearn Certification

C#, SoloLearn Certification

PHP, SoloLearn Certification

HTML, SoloLearn Certification

Computer Science Course Basics in C++

Game Design Program, Vancouver Film School (GD39)

Advanced Unity Development, Digipen Institute of technology