

## SOFTWARE DEVELOPMENT EXPERIENCE

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**Saviynt, Inc.** – *Leading Identity Governance and Access Management software provider*  
Software Quality Engineer

El Segundo, CA  
July 2021 – June 2022

Conducted API testing on Saviynt's customer facing web application

- Created initial test for API endpoint using a JSON format and Postman to manually test requests
- Leveraged an in-house testing framework based on Python to automate sending API requests to Saviynt's backend
- Verified the correct status code and correct response body is returned from the API requests through formatted logs
- Utilized Github for reviewing merge requests and combining my code changes with the development team's code

Created automated UI tests for web application

- Developed automated tests using Python and Selenium to verify that the various elements of the Saviynt's web application is performing as designed

**Ketos** – *Award-winning solutions for smart water monitoring with actionable intelligence*  
Software Developer Intern

Milpitas, CA  
May 2019 – August 2019

Reported to lead developer for automated software test and backend database integration projects

- Collaborated with software developers to integrate Ketos' database with AWS services, enabling real-time updates of customer data; Used MySQL, Amazon Lambda, SQS, SNS, and Cloudwatch to automate data transfers
- Created an automated test suite for two primary Ketos products; Developed test scripts using Python with a Selenium testing framework and used the document object model tool to identify website elements for testing
- Participated in weekly scrum sessions to present project updates to managers and discussed resource requirements to meet project timelines

**Telenav, Inc.** – *Leading connected-car and location-based platform service provider*  
Software Quality Assurance Intern

Santa Clara, CA  
June 2017 – August 2017

Conducted software QA testing tasks on the predictive car navigation application embedded within GM vehicles

- Developed Java test scripts to perform automation testing and conduct acceptance tests of new features
- Collected ETA data to validate precision of route calculations
- Produced bug reports after identifying software issues using JIRA for bug tracking and task management
- Communicated with QA and development teams to test production-quality code

## EDUCATION

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**Bachelor of Software Engineering** | McGill University | Montreal, Canada | May 2020

## APPLIED LEARNING EXPERIENCES

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**Design Principles and Methods:** Developed LEGO Mindstorms EV3 robot to simulate Capture the Flag game

- Software engineering lead on team of 5; Facilitated team design decisions
- Created software architecture and documentation; Programmed and tested code using Java
- Designed robot logic within project parameters, documenting requirements, iteration builds, and class hierarchies

**A Light In The Dark:** Created a 2D platform video game

- Worked with a teammate using Unity and C# to create a game where a player controls a robot through different rooms of obstacles
- Maintained the iterations of the game on Github and published it on the indie game marketplace itch.io

## TECHNICAL SKILLS

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**Programming Languages:** Python, Java, JavaScript,  
HTML/CSS

**Tools:** Jira, Git, Github, Unity, IntelliJ

**Databases:** MySQL

**Systems / Platforms:** AWS, Windows, Linux

**Frameworks:** Selenium