

ERINA LARA

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SUMMARY

Entry-level software engineer with 2 years of experience in software development, QA automation, and Agile collaboration. Passionate about creating detail-oriented, user-focused solutions. Seeking a full-time role to grow and deliver impactful software.

EXPERIENCE

Senior Associate Software Quality Assurance Engineer *Light & Wonder (Las Vegas, NV)* Oct. 2024 – present

- Developed and executed automated and manual modular test cases for both new and existing software products, ensuring compliance with functional software specifications and regulatory requirements
- Collaborated with developers and hardware engineers to identify, debug, and resolve defects across multiple Agile sprints, contributing to system reliability and product quality through integration with CI/CD pipelines
- Investigated field-reported issues through log analyses, validated firmware and hardware updates from vendors, and contributed to process improvements to optimize QA efficiency

Associate Software Engineer *JSat Automation Inc. (Glendale, CA)* Nov. 2022 – Oct. 2023

- Developed a Python machine tag comparison tool, which compared multiple data records, reduced average read time, and boosted productivity for users
- Designed and created a Redis ORM as an internal package to optimize data caching and storage
- Effectively collaborated with lead engineers to develop a Python software suite for online training and record-tracking, actively contributing to feature development, debugging, and unit testing (Pytest)

Code Instructor *theCoderSchool (La Palma, CA)* Jun. 2021 – Jun. 2022

- Taught coding fundamentals, such as object-oriented programming, in Python and Java to K-8 students

SKILLS

- Languages: Python, Java, C#, C++, JavaScript, SQL, HTML/CSS
- Frameworks/Tools: React.js, ASP.NET, Docker, AWS, Unity, Postman, Figma, qTest, Visual Studio, Git
- Databases: MySQL, PostgreSQL, SQL Server (MSSQL), Redis, Java DB (Derby)
- Project Management & Collaboration: Jira, Confluence, Zoho Projects, Slack, Trello, MS Office Suite

EDUCATION

B.S. in Computer Science | California State University, Long Beach (CSULB)

Relevant Coursework: Data Structures and Algorithms, Software Development Life Cycle, Software Architecture

SELECTED PROJECTS

HomeView (C#, React, HTML/CSS, MSSQL, AWS) | Full-Stack Web App | Team

- Built a media recommendation engine leveraging streaming databases, asynchronous programming, and RESTful APIs, deployed on AWS to enhance user browsing efficiency
- Developed user authentication, session tracking, and content review modules
- Collaborated with a 5-member team using Agile methodology and daily scrums; maintained technical documentation

Connections 2D (C#, Unity) | Browser-Based Game | Individual

- WebGL game developed with C# and Unity, with object sprites designed in Aseprite and Pixaki
- Designed and implemented core game controllers/functions, using Singleton design, coroutines, and events