Kenneth Goins
Software QA Engineer

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Software QA Engineer with a proven track record of designing, implementing, and executing automated testing scripts. Adept at leveraging multiple testing tools to enhance testing efficiency and ensure software quality. Seeking to contribute my skills and expertise to a dynamic team focused on delivering high-quality software solutions.

SKILLS

Languages - JavaScript, HTML, CSS, Python, SQL, Mongo, JSON, Typescript, EJS, DTL | **Database** - PostgreSQL, MongoDB
Libraries and Frameworks - React (class based and hooks), Express.js, Django, Jquery, Bootstrap
Other - RESTful Routing, JSON api

PROFESSIONAL EXPERIENCE

Audio Software Engineer, Apple, Inc. | Cupertino, CA   **Feb 2023 - Sept 2023**
- Wrote and managed testing automation scripts in python which was used during testing to collect data from multiple devices.
- Wrote and managed python script which utilized the Radar API Client to automate triaging of radars.
- Managed software component which required screening/triaging of 100-300+ bugs weekly.
- Wrote and managed python scripts and jupyter notebooks that analyzed and generated weekly reports that would detail trends and pain-points for multiple ongoing bugs.
- Built a desktop application that automated data collection with data visualization for new feature test cases.

Performance QA Engineer, Meta, Inc. | Burlingame, CA   **Jan 2022 - Feb 2023**
- Work closely with engineers to develop test plans that effectively vet new features before they are released to the public.
- Write and manage python scripts that execute tests and gather required performance data from OS software and application software.
- Analyze performance data and create bug reports effectively so that the proper channels and personnel are notified quickly.

Senior Mechanical/Plumbing Design Engineer, Exp US Services Inc. | San Francisco, CA   **Dec 2014 - June 2020**
- Designed an entire ground-up plumbing system for the client's Food Service facility.
- Reduced hydrocarbon emissions and refrigeration use by over 50% by designing a chilled water campus loop. This centralized refrigeration to be used at one location, which allows chilled water to cool the rest of the buildings throughout the campus.

SOFTWARE DEVELOPMENT PROJECTS   December 2023 - Present

Project Name | Tech stack used in project
- Prompt: Design a tool that puts all possible resources for transitionally homeless people in one place. Our goal was to provide a tool to put all the resources together so that the SPLA operators, and homeless people alike, can easily search for resources.
- Utilized a MERN stack (MongoDB, Express, React.js, Node.js) to build a full stack application in 2 days. With full create, read, update, delete (CRUD) operations hitting all RESTful API calls.
- Created application with a mobile-first approach and styled the application using Styled-Components and CSS3 with flexbox layouts.

EDUCATION

GENERAL ASSEMBLY | REMOTE
Software Engineering Immersive   *December 2023 - March 2024*
Full-stack software engineering immersive student in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

CALIFORNIA STATE UNIVERSITY | SACRAMENTO, CA

Bachelor of Science in Mechanical Engineering   **May 2013**