

Quinn Paterson

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Education

Bachelor of Engineering, 4th year
Software Engineering
University of Victoria, Victoria, BC

Technical Skills

- Programming Languages: C, C#, Java, Python, HTML, CSS, MySQL, pSQL, Javascript
 - Testing & Debugging: C, Java, Javascript
 - Software: Microsoft Office Suite, JIRA, Testrail, Microsoft Visio, Unity Engine, Android Studio, Eclipse, NetBeans, Splunk
 - Technical reports, QA Reports, Requirements document
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Work and Volunteer Experience

Use Case Developer January 28, 2019 - Present

- Developed automated tests for claim processing system
- Taught others how to develop automated tests using Katalon
- Tested and wrote use cases for variety of claims and document processing software
- Wrote basic Splunk queries, utilized Splunk dashboards

Quality Engineer

Millson Technologies

September 25, 2017 - December 22, 2017

- Designed and implemented comprehensive automated testing system for multimedia device controller.
- Produced automated test suite for testing audio output.
- Developed and implemented test reporting system.
- Debugged multimedia embedded system.
- Documented Internet of Things implementation strategy for multimedia device.
- Developed web interface to control IoT devices.

Dev Support QA

Electronic Arts

January 21, 2017 - September 25, 2017

- Producing test cases for web pages and elements.
 - Performed HTML, Javascript and CSS Inspection.
 - Test case automation using Selenium.
 - Organizing test suites / organizing test runs with other teams.
 - Bug Verification & backlog grooming.
 - QA tool creation - Tools for testing web pages / performing API calls.
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Projects & Clubs

-Earned prize in local Battlesnake competition

February 20, 2016

-Started and ran Student Newspaper

November 2012 - June 2013

Core Skills

- Communication:
 - Working with development team at Millson technologies to clarify testing requirements and desired outcomes of edge cases.
 - Coordinated fixes, testing plans and produced feature requests working with a team of engineers while working at Electronic Arts.
 - Extensive experience working with team members on school projects that delivered exceptional results
 - Successfully resolved customer disputes while employed in the service industries
 - Experience with, and sincere enjoyment of, public speaking and debate.
- Organization:
 - Prioritized bugs, delegated tasks for external testing and took part in Sprint planning while working at Electronic Arts.
 - Reduced the amount of space occupied by files, and the time to locate physical files, by organizing and introducing a significantly improved filing system at Jones & Co law firm.
 - Was recognized by A&W for the operational efficiencies and an improved customer experience as a result of my identification of work that could be done prior to rush hour to mitigate the impact of rush hour volume.
- Analysis & Problem Solving:
 - Performing root cause analysis on live site issues and searching for root cause of various bugs
 - Experience isolating issues while trying to work through IoT implementation
 - In software engineering projects as well as home experiments with chemistry, I've worked to break problems into solvable parameters and find the best solution.
- Attention to detail:
 - Looked to document and cover all cases for web controller of a home entertainment system while at Millson.
 - Found hundreds of bugs during development process on websites.
 - Helped others by identifying errors in their programming assignments.

References

Chris Letnik, supervisor at Millson Technologies
Greydon Stead, QA lead at Electronic Arts

Hobbies

- Reading news	- Cooking	- Writing	- Playing Video Games	-Debate
-Travelling	- Home Chemistry Experiments	- Skiing	-Swimming	