## **Quinn Paterson**

## 909 Thistle Place, Britannia Beach, BC

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□ <u>quinnpat@uvic.ca</u>

## **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

## **Work and Volunteer Experience**

# Test / Development co-op

January 28, 2019 - Present

### **ICBC**

- 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 gueries, 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.

#### **Projects & Clubs**

#### **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

-Swimming

-Travelling - Home Chemistry Experiments - Skiing