

IAN ADAMS

< Front-End Web Developer >



Code School



GitHub



Stack Overflow



@ian128K



128K.co/folio



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Seattle, WA

Work Experience

Software Development Engineer in Test

7/2012 – 6/2014

Microsoft (VMC) @ Redmond, WA



Created **wrappers for automated test runs** in Microsoft's Test Run eXecution (TReX) suite, updating them for use with the next version of Windows after shipping.



Managed **test scheduling** for my test areas, balancing the needs of developers with available lab resources so that **tests were run on time with minimal conflicts**.



Reported **debugger breaks** during test runs, including **finding and loading debug symbols** and **generating exception analyses**.

Software Designer

1/2009 – 4/2012

Anvil Games @ Seattle, WA



Designed the rules, levels, user interface, general look and feel of a prototype **arcade-style game for iOS**; creating art and UI assets, and working closely with the developer to implement and test the game.



Designed an **interactive e-book app for iPad** of The Wonderful Wizard of Oz.

Software Test Engineer

3/2004 – 2/2009

Microsoft (Volt & Excell) @ Redmond, WA



Ran **daily automated and manual tests** for various Windows technologies, from Windows XP SP2 through Windows 7, both inside and outside of computer lab environments.



Ran daily **Build Verification Tests (BVTs)** for the Windows Media Center Extender (MCX) on the Xbox 360 for both Windows Vista SP1 and Windows 7. **Integrated** the MCX BVT test suite into the general Media Center BVT suite.

Proficiencies

Frameworks

●●○○ AngularJS

●○○○ Bootstrap

●●○○ Backbone.js

●●○○ Ember.js

●●○○ Jasmine

●●○○ jQuery

Languages

●●○○ CoffeeScript

●●●○ HTML5 / CSS3

●●●○ JavaScript

●○○○ PHP

●●●○ Sass

Tools

●●○○ Chrome DevTools

●●○○ Coda

●●●○ Git

●●●○ Grunt.js

●●●○ Hype

●○○○ Karma

●●○○ Node.js

●●●○ Parallels Desktop

●●●○ Photoshop

●●○○ Sketch

●●○○ Subversion

●●○○ Terminal (Bash)