IAN ADAMS

< Front-End Web Developer >

- CodeSchool
- GitHub
- Stack Overflow
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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**
- ●●○○ **jQuery**

Languages

- ●●○○ **CoffeeScript**
- ●●●○ **HTML5 / CSS3**
- ●○○○ **Jasmine**
- ●●●○ **JavaScript**
- ●●●○ **Sass**

Tools

- ●●○○ **Chrome DevTools**
- ●●○○ **Coda**
- ●●●○ **Git**
- ●●●○ **Grunt.js**
- ●●●○ **Hype**
- ●○○○ **Karma**
- ●●○○ **Node.js**
- ●●●○ **Parallels Desktop**
- ●●●○ **Photoshop**
- ●●○○ **Sketch**
- ●●○○ **Subversion**
- ●●○○ **Terminal (Bash)**