Ian Pareja

Test Engineer on-site at Google

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Experienced in QA and Agile software testing methodologies. Well-versed in Linux, ADB, and CLI debugging to conduct end-to-end testing and deliver a stable consumer-facing product.

Professional Experience

Test Engineer | AutoRoboto, LLC. | Mountain View, CA
September 2018 - Present

Track issues and manage source code changes in proprietary systems similar to Jira and Git.

Develop and automate test cases that utilize ADB/CLI software tools to debug and triage defects.

Calibrate IMU sensor data to camera image stream to improve V-INS (Vision-aided Inertial Navigation System) performance for AR features.

Perform comprehensive white/black box, regression, and end-to-end testing across hundreds of unique AR-compatible devices.

Lead Instructor | Brainstorm STEM Education | Irvine, CA
September 2016 - June 2018

Developed STEM-oriented curriculum and programs such as introductory robotics and Android development.

Facilitated educational activities ranging from individual tutoring to classroom lessons to school-wide educational exhibits.

Coordinated with school districts and staff to organize events.

Robotics Instructor | Beall Center for Art & Technology | Irvine, CA
June 2016 - August 2016

Educated students on the basics of creating diagrams, prototyping, and engineering.

Utilized Fritzing, Arduino, and VEX Robotics to design and build a technical project with an emphasis in creative expression.

Skills

QA, Linux, ADB, Bash/Shell, Google Suite, Android Studio, Unity, Python, Arduino, C#, Technical Writing, Jira, Git

Awards

UC Irvine Engineering, Dean's Choice Award
Winter 2017

Richard Barrentine Values and Ventures Competition, 4th Place (Out of 56 teams)
Spring 2017

Leadership Roles

Secretary for the Red Cross Club at UC Irvine
June 2015 to June 2016

Publicity Chair for the Red Cross Club at UC Irvine
June 2014 to June 2015

Board Member for FUSION, a Filipino Engineering Student Organization
June 2014 - June 2015

Academic Projects

Closed Loop Plastics
September 2016 - June 2017
Developed a system for sustainable plastic waste conversion into reusable spools of plastic filament. Designed and built a mechanism to effectively grind down and filter usable plastic into a filament extruder. Utilized sensor data to regulate plastic production speed and ensure the filament integrity.

Internet of Toys
September 2015 - June 2016
Designed an interactive software tool using Arduino and Unity3D and turned it into an interactive experience for students to learn the basics of CAD. Developed a framework in C# that translated IMU sensor data into an object manipulation interface.

Solar Decathlon
March 2015 - October 2015
Constructed a solar-powered energy self-sufficient house as part of a collaborative large-scale project to compete in the US Department of Energy's Solar Decathlon competition. Built support structures for the exterior of the house. Installed electrical wiring for light fixtures in the kitchen and pipe systems underneath the base of the house.

Education

B.S. Mechanical Engineering | University of California, Irvine
Specialization in Energy Systems, June 2017