

# Justin Hartfield

[602-885-0280] [JustinHartfield1@gmail.com]

[\[LinkedIn\]](#) [\[jhartfie.github.io\]](https://jhartfie.github.io)

## Summary

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Results-driven software developer with 3+ years of professional experience in software development and automation. Proven expertise in implementing automated tests, collaborating with cross-functional teams, and delivering high-quality software solutions.

## Education

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B.S Computer Science  
Arizona State University, Tempe, AZ

May 2020

## Technical Skills

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- Software – Jenkins, Jira, Git, GitLab, Virtual Machines, PostgreSQL, Swagger, Selenium, Grafana, Distributed Systems, AWS
- Functional Skills – Object Oriented Programming: development, testing, debugging
- Programming Skills – Python, SQL, C#, JavaScript, HTML/CSS, SOAP and RESTful web services

## Professional Experience

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### iPro Tech – Tempe, AZ: SDET

Sept 2021-Sept 2023

- Developed and executed automated tests using Selenium/Playwright and C# APIs, improving testing efficiency and reducing time-to-market.
- Collaborated with cross-functional teams to deliver high-quality software products on time and within budget, utilizing C# APIs to automate testing of web applications.
- Conducted unit testing, integration testing, validation testing, and regression testing, to identify and address potential issues and ensure optimal software performance.

### Microsoft – Tempe, AZ: Technical Support

Aug 2018- May 2020

- Provided expert-level technical support to Microsoft customers, diagnosing and resolving complex technical issues
- Served as the escalation point for technical issues, demonstrating advanced problem-solving skills to provide timely and effective solutions.

## Projects

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### Solved Games Automation Project - <https://github.com/jhartfie>

Exploring complex game theories, I apply Python, C++, JavaScript, Java, and CSS+HTML to showcase computational prowess in solving problems through a variety of algorithms. Notable projects include:

- Tic Tac Toe: Implementing minimax and alpha-beta pruning algorithms, ensuring the AI never loses.
- Connect Four: Utilizing the minimax algorithm to strategically determine the optimal move.
- Sudoku: Generates randomized yet solvable boards and employs a backtracking algorithm for solving.
- Minesweeper: Designing an AI capable of consistently achieving victory in Minesweeper.
- Flappy Bird: Employing the NEAT algorithm, an evolutionary approach that constructs artificial neural networks, resulting in an AI player that never loses.

### Creating Visual Representation of a Complex Technical Process - <https://jhartfie.github.io/Path-Finding-Visualizer/>

Dynamically compute and display the shortest path while also implementing sorting algorithms with ReactJS

- Created with ReactJS, computing the shortest path from three search algorithms (BFS, DFS, A\*).
- Implemented sorting algorithms (Bubble, Merge, Radix, Quick Sort) to traverse and sort randomly sized lines.