



# Khang Lam

## Software Engineer in Testing



### Experience

07/2022-  
Present

#### Mercury Insurance Company

- QA Automation Engineer II
- Designed and maintained Data Driven Testing Framework using Java, TestNG, Selenium Web Driver, and REST Assured API Testing to ensure high quality software releases.
  - Worked in Agile environment, with the ability to accommodate and test newly proposed changes at any point in time during release.
  - Led a team of Junior QA Automation Engineers in the design, development, and execution of automated tests.

11/2021-  
07/2022

#### QA Automation Engineer I

- Built and integrated configurations for CI/CD pipelines to automate team's daily deployment process via Jenkins.
- Took initiatives and led a project from start to finish for new product.

07/2019-  
11/2021

#### QA Automation Engineer Associate

- Designed and maintained Data Driven Testing Framework using Java, TestNG, Selenium Web Driver and REST Assured API Testing.
- Worked in Agile environment, with the ability to accommodate and test newly proposed changes at any point in time during release.



### Projects

#### Full Stack Development: Youtube2Spotify

[Live](#) | [Repo](#)

JavaScript React / Python Programming

- Developed a Python script utilizing the YouTube Data API and Spotify Web API to automatically convert YouTube playlists to Spotify playlists.
- Implemented OAuth 2.0 authentication to allow users to securely log in to their Spotify and YouTube accounts.
- Created an efficient algorithm to search Spotify for the best matching song based on the title, artist, and duration of a YouTube video.

#### Reinforcement Learning: Snake Game AI

[Repo](#)

Python Programming

- Developed a Snake AI agent using various types of RL algorithms (Q-learning, OCR, PPO/DQN), integrated with OpenAI Gym framework, to automate the classic game of Snake.
- Leveraged the power of Stable-Baseline3 interfaces for training and evaluating the model, and performance evaluation with TensorBoard.

#### iOS Application Development: Sudoku Solver

[Repo](#)

Swift/Objective C++

- iOS Application Interface for solving the Sudoku puzzle via OpenCV and machine learning.
- Utilizing built in phone camera to process images and solve empty Sudoku board while implementing AR.
- Extract digits using Tesseract OCR and solve simple Sudoku boards.

09/2013-  
06/2018



### Education

#### California State Polytechnic University, Pomona

Bachelor of Computer Science  
Minor in Mathematics



### Activities

#### Code Day LA Hackathon

2015

Participant

- First place award for team of four.
- Produced a multi-player platform version of the game "Plant vs. Zombie", where players can play against one another interactively.
- Hosted a test server for multiplayer interactions by using J2EE design patterns to bridge a connection Socket with server to client.



### Certifications

02/2019  
05/2022  
12/2021  
12/2022

- Machine Learning by Stanford University Coursera
- Neural Network by Stanford University Coursera
- ISTQB Foundation Level Certification
- Certified CloudBees Jenkins Engineer  
<https://certificates.cloudbees.com/bce02820-87c6-485e-bc6b-d71159c4286f>

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**Citizenship**  
U.S. Citizen

**LinkedIn**  
linkedin.com/in/khang-lam

**Personal Portfolio (In Development)**  
khanglam.github.io



### Programming Languages

Java	●●●●●●●●
C++/ C#	●●●●●●●●
HTML5 & CSS	●●●●●●●●
JavaScript	●●●●●●●●
SQL	●●●●●●●●
Python	●●●●●●●●



### Other Skills

Git	●●●●●●●●
Selenium / Web Drivers	●●●●●●●●
JIRA	●●●●●●●●
Agile/Scrum	●●●●●●●●
REST API	●●●●●●●●
Jenkins CI/CD	●●●●●●●●
MATLAB	●●●●●●●●
AWS	●●●●●●●●
PyTorch	●●●●●●●●



### Selected Coursework

- Neural Network
- Machine Learning
- Data Structures & Algorithms
- C++ Programming
- Database
- Computer Architecture
- Computer Organization & Assembly
- Programming
- Artificial Intelligence
- Operating Systems
- Design & Analysis of Algorithms
- Computer Networks
- Software Engineering