Joshua I. Villasenor

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Summary: Software engineer, passionate about test automation and server-side. Eager to explore. Motivated by efficient solutions and learning from teammates.

Projects

Apple Watch and iPhone Test Automation -- Written in Python, this framework implements test cases between devices and the cloud. For example, will automatically run several test cases and preform actions using automation.

3D Robot Navigation -- Written in C and Python, this framework allows a user to control an Arduino robot's movement remotely, simulating 3D reality with a 3D coordinate system. With an LED, the robot can act as a stylus/3D printer.

Connect Four -- Written in C, this game includes a custom written graphic library. The board is a bit board data structure and is well compressed. Bit operations are used to determine a winning state.

Klotski Puzzle Solver – This is a program written in C to solve the Kotski puzzle. It uses the breadth first algorithm and Huffman encoding to compress the board. The program will find the shortest path solution.

EXPERIENCE

Apple, Inc. Santa Clara Valley, CA   March 2016 – Present
Software Quality Assurance Engineer
- Test software for correct functionality, performance, scale and security.
- Assess risk, document defects and summarize data for test reporting.
- Develop test cases and enhance test automation frameworks.
- Stabilized test cases from 48.15% passing to 99.75% passing.

Apple, Inc. Escondido, CA   August 2008 – March 2016
Genius
- Diagnosed and repaired technical issues for computers, iPhones and other devices.
- Developed test cases that replicated common issues to discover underlying bugs.

Technical Skills

Python, C/C++, Java, QA Automation, Unix, Xcode, vim, git

E D U C A T I O N

SAN DIEGO STATE UNIVERSITY   San Diego, CA
Bachelor of Sciences: Computer Science   December 2015