JOSHUA I. VILLASENOR

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Objective: Looking to continue to grow with a technological advanced company and utilize my set of skills that I have earned through rigorous study at San Diego State University.

Skills Overview

- Write code in Python, C, and C++,
- Software knowledge in Unix (macOS), Xcode, vim, Terminal, tcsh, bash, zsh and xterm.
- Analytical thinker and problem solver.
- Ability to adapt to new environments and learn new languages.

PROFESSIONAL EXPERIENCE

Apple, Inc. Santa Clara Valley, CA **March 2016 – Present**

Software Quality Assurance Engineer

Collaborate in a team environment to enhance the production of testing frameworks.

- Engineer systems to enable quality assurance.
- Design, develop and enhance automation framework.
- Develop test code, and report results.
- Assess risk, file appropriate defects, and provide relevant data for test reporting.
- Test software for correct functionality, performance, scale, and security.
- Test automation process improvement on a continuous basis to improve quality
- Eliminate regression through triaging and isolating bugs.

Apple, Inc. Escondido, CA **August 2008 – March 2016**

Genius

Provide front line technical support which requires maintaining composure and customer focus while troubleshooting and solving technical issues.

- Hands-on technical support.
- Replicate issued with coming up with test cases.
- Repair malfunctioning computers.
- Utilize Unix commands.

EDUCATION & PROFESSIONAL DEVELOPMENT

College Education

- Bachelor of Science, Computer Science, San Diego State University.
- Associates, Computer Science, Southwestern College.

Project Development

- Developed an automation framework for Apple Devices in Python.
- Developed a framework for and multi-dimensional robot in C and in Python.
- Created a Connect Four game using proprietary algorithms making is as efficient as possible, graphical interface, and written in C.
- Created a Klotski puzzle solver using breadth first algorithm to find the shortest path to the solution and used Huffman Encoding Compression algorithm.