

KYLE O'NEILL

SOFTWARE ENGINEER AND WEB DEVELOPER



WORK EXPERIENCE

- June 2021
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Current

Warner Brothers Games New York
QA Engineer
Troy, NY
 - Developed features and fixed bugs for a Python based web service.
 - Improved the in-house automated testing tool and custom scripting language.
 - Wrote and maintained test scripts, preventing regressions and adding coverage for untested and under-tested features.
- June 2019
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February 2020

capSpire
Junior Developer
Dallas, TX
 - Developed ReactJS / Python web apps working on both front and back ends.
 - Contracted in migration of MySQL database to Hadoop on AWS EMR for Direct Energy. Translated SQL scripts to PySpark.
- Jan 2019
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Mar 2019

Rational Enterprise
Junior Developer
Albany, NY
 - Worked on AngularJS / Java web-app.
 - Lead refactoring effort to consolidate and simplify modal dialog boxes.
 - Leveraged automated testing system I built for the project to proactively find and fix bugs.
 - Updated and maintained automated testing system.
- Sept 2018
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Dec 2018

General Electric
Emerging Technology Intern
Schenectady, NY
 - Worked on final stage of an Alexa for Business pilot. Refined the process of locating factory tools from paper-based to voice-based, improving speed and accuracy. Project is in production and being used on factory floor.
 - Created Proof-of-Concept for Amazon DeepLens to understand the process of creating a machine learning model using SageMaker. Came up with potential use cases based on analysis of company needs, e.g., how to handle authentication on Alexa for Business devices, scanning for safety equipment on workers, and checking inventory. Created a Confluence page detailing device set-up and troubleshooting, along with an evaluation of device security.
- June 2018
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August 2018

Rational Enterprise
QA Intern
Albany, NY
 - Wrote end-to-end tests for Rational Review, a web application designed to help lawyers search through thousands of digital documents to prepare for litigation.
 - Updated testing framework from CasperJS to Node.js in order to access ES6 features. Tests were re-written using Puppeteer and Mocha.



EDUCATION

- 2014
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2018

Bachelor's of Science
Major: Digital Forensics
University at Albany, State University of New York
Albany, NY
GPA: 3.99



PROJECTS

- **Personal**
 - LeagueBot (Node.js, SQLite): Chat bot which uses both Discord and Riot APIs to provide information to users about their League of Legends account.
 - Norgannon (React, Express, SQLite): CRUD web-app that allows users to store and sort YouTube videos by user defined categories.
 - Terraview (Rust): A Rust program that edits binary WLD files for the video game Terraria, includes a basic WLD parser. Includes documentation for WLD files found on the internet and expanded/updated by me.

CONTACT INFO

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SKILLS

Python
Rust
JavaScript, Node.js
C# + .NET
Bash
Git
SQL
C++
HTML/CSS

Strong collaborator
Team Player
Self-motivated
Analytical