Luther Bell

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Experience:

Software Engineer

General Motors — *October 2023 – Present*

- Led upgrade of Windows Servers from 2012 to 2022, including IIS reconfiguration to ensure seamless performance and security.
- Automated one-click app installment on Windows Server using PowerShell and YAML reducing deployment time by 70%. This automation also configured IIS and added server features.
- Diagnosed and resolved critical production bugs, conducted root cause analysis, and implemented long-term fixes.
- Built YAML-based CI/CD pipelines from scratch using Azure DevOps and GitHub Actions, streamlining deployments.
- Developed and executed JMeter scripts for performance testing, identifying key bottlenecks and improving scalability.
- Used Docker to containerize JMeter test environments, automating performance testing and improving testing consistency.
- Designed and implemented new features under tight deadlines to meet urgent business needs.
- Conducted peer code reviews and brainstorm solutions.
- Actively collaborated in Agile/Scrum projects, providing technical insights during sprint planning and retrospectives.

Software Test Engineer

General Motors — *March 2022 – October 2023*

- Automated 300+ test cases, enhancing test coverage and reducing regression effort.
- Built end-to-end test automation scripts from scratch using Java Maven, Selenium, and custom test frameworks.
- Designed and executed manual test plans to ensure software reliability during early development phases.
- Collaborated closely with developers and product owners to define acceptance criteria, reproduce bugs, and verify fixes.
- Integrated automated test suites into CI/CD pipelines to ensure consistent quality during every deployment cycle.
- Participated in Agile ceremonies and contributed to test planning, estimation, and sprint reviews.

Education:
St. John's University – Queens, NY
B.S. in Computer Science / Cyber Security — *May 2021*

Skills:

- **Languages:** Java, C#, Python, SQL, TypeScript, HTML/CSS, Bootstrap, Git, Tailwind
- **Frameworks & Libraries:** .NET, Selenium, JavaCAF, SpringBoot, React
- **DevOps & CI/CD:** Azure DevOps, GitHub Actions, YAML Pipelines, Docker, PowerShell
- **Testing:** UI & API Automation, Manual & Automated QA, JMeter, TFS
- **APIs:** REST, SOAP
- **Tools & IDEs:** Oracle SQL Developer, Microsoft SQL Server, PostgreSQL, Visual Studio, Visual Studio Code, Eclipse, IntelliJ IDEA, Git Bash, EGit, VMware, RedHat OpenShift, VirtualBox
- **Methodologies:** Agile, SAFe
- **Version Control:** Git, GitHub

Personal Projects:

NBA 2K Animation Database

Tech Stack: React, TypeScript, Tailwind CSS, Spring Boot, Java, PostgreSQL, REST APIs, Docker (planned), Git

- Built a full-stack web application that lets NBA 2K players search and filter the best MyCareer animations (jump shots, dribble moves, dunk packages) based on build attributes like height, position, 3PT rating, and ball handle.
- Designed and developed RESTful APIs in Spring Boot to serve filtered animation data and support future user-generated content.
- Created a modern, responsive frontend using React and Tailwind CSS, with smooth filtering UI and plans for community features like voting and comments.
- Structured the backend for scalability and future enhancements (e.g., caching, pagination, admin panel)