

RILEY HUSTON

Software Tester

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OBJECTIVE

Software tester with a strong foundation in computer science and application development. Seeking a co-op position to expand skillset in both manual and automated testing, while leveraging current knowledge within a dynamic team environment.

SKILLS

Software Testing and Quality Assurance

- Developed external test scripts using Selenium, JMeter, and Postman.
- Experienced in test automation and manual test case creation by developing 154 test cases.

Algorithm Analysis and Design

- Built efficient algorithms for projects like the N-Queens Solver, decreasing wait time by 275% and optimizing performance and scalability.

Data Management and Analysis

- Examined datasets of size 23 000 to 100 000 in relational databases, Excel and JSON files.
- Performed cleaning, sanitization, and analysis using SQL, PHP, and Python.

EDUCATION

Software and Information Systems Testing with CO-OP, Ontario College Graduate Certificate

Fanshawe College

May 2024 – April 2025
London, Ontario

Bachelor of Science, Computer Science, Minor in User Experience Design (UX)

Wilfrid Laurier University

September 2019 – April 2023
Waterloo, Ontario

EXPERIENCE

Server

Golden Fish and Chips

September 2022 – August 2023
Waterloo, Ontario

- Quickly adapted to job responsibilities within 1 week of training.
- Trained a new employee within 6 months of working.

Crew Member

Chungchun Rice Hotdog

September 2021 – May 2022
Waterloo, Ontario

- Ranked 2nd in the store based on an evaluation carried out by the owner and team leads.
- Praised by supervisors for friendliness, independence, and cooking skills in evaluation.

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PROJECTS

N-Queens Solver (github.com/mr-rjh3/N-Queens-Solver)

Built with React

- Developed a tool that solves and visualizes the N-Queens problem using CSP Consistency and Minimum Conflict algorithms.
- Decreased algorithm wait time by 275% from rigorous review of implemented algorithms.

Cardcade (itch.io/jam/mini-jam-104-cascade/rate/1491430)

Built with Unity Game Engine

- Placed 1st overall together with a partner in Mini Jam 104, a 72-hour Game Jam.
- Rated 1st in Entertainment, Use of Limitation, and Concept categories. Rated 2nd in Presentation.
- Required to quickly learn how to use the Unity Game Engine and C# during development.

School System Database Implementation (github.com/SamsonGoodenough/cp476-final)

Built with PHP, Apache, Docker

- Collaborated with a team of 3 to design and implement a school system database.
- Built a frontend with Bootstrap for adding, editing, and removing database entries.
- Implemented data sanitization techniques to prevent SQL injection attacks.
- Deployed the database and website locally using Docker and Apache.

Sentiment Analysis (github.com/SamsonGoodenough/sentiment-analysis)

Built with Jupyter Notebook

- Completed a machine learning programming challenge with a partner using the Natural Language Toolkit (NLTK).
- Trained the model on ~23 500 reviews based on the sentiment of text and titles.
- Analyzed results using Python visualization libraries.

YouTube Viewer (github.com/mr-rjh3/youtube-viewer)

Built with Python and Jupyter Notebook

- Generated a dataset of ~100 000 total videos and plotted relationships with over 8 different data points.
- Discovered centralization in YouTube's recommendations, ~10% of all videos originated from late night show channels and over 25% reside in the "Entertainment" category.
- Generated a research report recommending a random surfer approach and adding variance to YouTube recommendations.