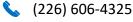
# Ray Adrian Nugroho

# Software Developer

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# may-nugroho.github.io

#### **Technical Skills**

- **Programming** Python, C/C++, HTML, CSS, JavaScript
- Automation tools— Squish, Robot Framework, Selenium WebDriver
- Technologies Git, Subversion, Qt, Linux, Jenkins, JIRA, TeamCity, Helix ALM, Unreal Engine

### **Work Experience**

**Test Automation** JAN 2019 - APR 2019

Christie Digital Systems

Waterloo, Canada

- Revamped existing test processes with more automation by using Python and Qt to design a tool that queries the status of a projector periodically.
- Fixed bugs and refactored **Squish** test scripts to improve correctness, efficiency, and clarity.
- Implemented an API call method that clears logs in a Raspberry Pi.

**Software Developer** MAY 2018 - AUG 2018

Klashwerks

Ottawa, Canada

- Automated a regression test with Robot Framework to maintain the correct compatibility of Klashwerks' products and the on-board diagnostic.
- Developed unit and integration tests by using Google Test and Robot Framework.

APR 2017 - DEC 2017 **Software Engineer** 

Peraso Technologies

Toronto, Canada

- Developed a test script in **JavaScript** to emulate a long-distance signal travel using a 60G attenuator.
- Assembled test setups to check the interoperability of Peraso and WiGig products in a plugfest event.
- Designed a unit test in C++ for a program that executes the finite-state machine.
- Built Python scripts to generate various dashboard graphs for showing performance test results.

#### **CS 115 Instructional Support Assistant**

AUG 2016 - DEC 2016

University of Waterloo

Waterloo, Canada

Held weekly tutorials to provide Racket programming reviews for a class of 50 students.

#### **Side Projects**

Chess Project (C++)

NOV 2015 - DEC 2015

Used the **observer pattern** to develop a chess game with a playable **AI** and save/load game features.

#### Chamber Crawler Project (C++)

**JUL 2016** 

- Designed a combat system between the player and Al-controlled enemies with the visitor pattern.
- Utilized the decorator pattern to implement different types of enemies and player characters.

#### **Education**

#### **Bachelor of Mathematical Economics (with Computer Science Minor)**

SEP 2014 – APR 2020

University of Waterloo

Waterloo, Canada

#### **Courses:**

- CS 246: Object-Oriented Software Development
  CS 338: Computer Application in Business: Database
- CS 234: Data Types and Structures
- CS 436: Network and Distributed Computer Systems

#### **Activities and Interests**

#### **Online courses:**

- Selenium WebDriver with Python 3.x
- Game development with Unreal Engine C++
- Web Developer Bootcamp (HTML, CSS, and JavaScript)