Ray Adrian Nugroho

Software Developer

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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**.

Software Engineer APR 2017 – DEC 2017
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 AI-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 234: Data Types and Structures
- CS 338: Computer Application in Business: Database
- CS 436: Network and Distributed Computer Systems

Activities and Interests

Online courses:

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