

Rose Lin

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Summary of Qualifications

Languages: Python, Java, Groovy, C++, C, HTML/CSS, Javascript, Bash, MatLab

Technologies/Frameworks: Jenkins, Git, Robot Framework, Appium, Selenium, Salesforce

Tools/Methodologies: Google Cloud Platform, VS Code, Eclipse, PyCharm, GitHub, Bitbucket, Jira, Agile

Work Experience

Software Engineer in Test

Cambridge, ON

Telus Health | Medesync Automation Team

Jan 2021 - May 2021

- Incorporated a **Python** script to aggregate **XML** test results into a stylized excel sheet and to email to team members, resulting in a **ROI of 3200%/year** based on the reduction of time needed to manually interpret data.
- Reduced runtime of nightly **Jenkins** builds by **20%** through the removal of code smells, various logical enhancements, and overall optimization of existing test suites.
- Implemented new automation frameworks and test suites using **Selenium**, **Python**, and **Robot Framework** to assist in the quality verification of the Medesync EMR system.
- Explored ways to optimize and simplify automated testing through new frameworks and methodologies.

QA Analyst

Toronto, ON

Newtopia | QA Automation Team

May 2020 - Aug 2020

- Implemented new mobile and web automation frameworks using **Selenium**, **Appium**, and **Java** for crucial company platforms such as the registration portal and mobile app.
- Designed and developed test scripts for company **Salesforce** platforms to increase the reliability of products.
- Reduced functional, regression, and integration testing times by **90%** through test automation.
- Led manual testing for a newly implemented internal platform that allowed company employees to organize meetings and access client data.

Projects

Pinpoint | *Python, PyGame, Google Cloud Vision API*

StarterHacks

- Constructed an educational application that allows users identify various objects from live photos.
- Utilized **Python** and the **Google Cloud Vision API** to relay and interpret user input.
- Created a robust GUI through **PyGame** to facilitate front-end user interactions with the application.

Doodle | *Java, JavaFX, Sockets*

Personal Project

- Designed an entertaining multiplayer game through the use of **Java** and **JavaFX**.
- Established a computer to computer connection through the use of using client-server networking and **sockets**.
- Used **JavaFX** and **Object-oriented programming (OOP)** practices to create an organized GUI that supports actions/elements such drawing, guessing, randomized word banks, timers, and the submission of user input.

SuperShooter | *Python, PyGame*

Personal Project

- Developed a visually appealing 2D-platform shooter/combat game using **Python** and **PyGame**.
- Processed mouse/keyboard inputs, sound, and custom in-game animations through **Python**.
- Implemented a dynamic, user-friendly front-end through the utilization of **PyGame**.

Personal Website | *HTML, CSS, JavaScript*

Personal Project

- Created an interactive personal website showcasing skills, interests, and projects.
- Leveraged **HTML** and **CSS** to implement the layout and content of the website with additional animations written in **JavaScript**.

Education

University of Waterloo | GPA 3.7

Waterloo, ON

Candidate for Bachelor of Applied Science, 2B Computer Engineering

Sept 2019 - Apr 2024 (expected)

- Awarded University of Waterloo President's Scholarship for academic distinction.
- Relevant Courses: Data Structures and Algorithms, Digital Systems, Embedded Microprocessor Systems, Systems Program and Concurrency, Discrete Math and Logic.