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🚌 EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ
BS in Computer Engineering
Graduated June 2015
Jack Baskin School of Engineering

UNIVERSITY OF COPENHAGEN
Semester Study Abroad
Aug 2013 - Dec 2013 | Denmark
Department of Computer Science

🖥 SKILLS

TEST AUTOMATION
Test runners and frameworks, Unit testing tools (NUnit), Unix/Shell scripting, CI/CD, version control

INTERNET OF THINGS
IoT connectivity, Android, iOS, wearables, sensors, microcontrollers, data transport, wireless, Wi-Fi, Bluetooth

SOFTWARE
Proficient
C#, Python, Java, C/C++
HTML, CSS, JavaScript,
Unity, Jira, GIT
Familiar
Shell, XML, SQL

📕 COURSEWORK

CORE COURSES
Microprocessor System Design
Computer Systems & Assembly
Data Structures
Algorithms & Abstract Data Types
Logic Design
Computer Architecture
Electronic Circuits
Statics, Dynamics & Biomechanics
Network Administration
Network Programming
Operating Systems

💼 EXPERIENCE

Vuforia Augmented Reality
Senior Software Development Engineer in Test
Dec 2020 – Present | San Diego, CA
Software Development Engineer in Test
March 2018 – Dec 2020 | San Diego, CA

As an SDET, I regularly seek out opportunities to make our test process more efficient by eliminating repetitive and time-consuming tasks. I design, develop and maintain automation systems and tools to be used by development and test engineers to assist with new-feature and regression test efforts.

- Develop test tools and frameworks for eliminating manual testing
- Engage in code reviews to enhance code and test quality
- Develop test strategy and test cases with *TestRail* software
- Lead testing for Vuforia Engine's integration with the *Unity* 3D platform
- Automate testing of *Electron*-based apps with *Spectron* (*WebdriverIO*)
- Use *Automator* for automating test environment setup
- Add automated tests to CI/CD for catching issues in pre-merge tests
- Meet or exceed 80% automated test coverage (20% manual)

Augmedix | Android Engineer
Aug 2015 – Jan 2018 | San Francisco, CA

Developed, tested, and debugged the Augmedix Android application on Google Glass and Android smartphones while working with product, design and other stakeholders in the company to identify customer pain points, come up with solutions, prototype, iterate and deploy them.

- Solved issues around device constraints (CPU, bandwidth, battery)
- Tracked and logged defects with *Jira* and drove issues to resolution
- Articulated technical risks and obstacles to stakeholders and managers
- Developed a resource monitoring tool (CPU utilization, heat) that led to a breakthrough in our app's performance

Echelon Corporation | Software Engineer, Senior Design Project
Jan 2015 – May 2015 | UC Santa Cruz

Project Info: Internet-connected, self-checkout enabled shopping cart with various sensors capable of item and theft detection, indoor location tracking, and building automation features (e.g. location-based events).

- Industrial *Internet of Things* project sponsored by Echelon Corporation
- Worked with a team of 5 (computer engineers + electrical engineers)
- Developed **Python**, **C** software for M2M communication (BLE/WiFi)
- Developed webpages for monitoring data with **HTML**, **JS**, **PHP**, **SQL**

SYBO Games | Research and Development Intern
Oct 2013 – Nov 2013 | Copenhagen, Denmark

- Given work-in-progress-code and assets of a new game
- Accomplished **C#** programming tasks for the project (using *Unity* 3D)
- Presented the tasks to the company