**Ruben Anthony Perez III (206) 661-1707**

[**rubenprez@gmail.com**](mailto:rubenprez@gmail.com)[**LinkedIn**](https://www.linkedin.com/in/rubenaperez) **Los Angeles, CA**

Quality Assurance test engineer; multimedia software and hardware performance

Proficient with Windows, MacOS, iOS, Android software and hardware terminology

Experience with Jira project issue tracking and TestRail testcase management software

**Quality Assurance Experience**

**Meta Reality Labs** Contingent Worker / Q Analyst | Los Angeles, CA ***March 2022 –* *Present***

**QA Test Analyst II**

Reality Labs. Oculus Meta XR Audio SDK & Augmented Reality Spatial Audio Quality

* Test Meta XR Audio Universal HRTF plugin; OVRAudio API Native c/++ Interface for Head Related Transfer Function-based spatialization and 3D room modeling
* Run manual test cases for Meta XR Audio SDK plugins. Test plugins against Windows PC, Mac OS Intel, and Mac OS M1 Silicon native applications; FMOD, Unity, Unreal 5, Wwise
* Test Meta XR Audio plugin with Oculus target devices Quest Pro, Quest 2 & Quest 3
* Test Audio Spatialization feature for Augmented Reality applications on Oculus HMD
* Tested smart wrist wearable device Bluetooth connectivity with iOS, video camera, photo capturing, voice-recognition, social media apps, “Find My” device, health and fitness
* Gather logs via ADB Debugger tools & Oculus Developer tools

**Amazon Ring** Contract/ KForce | Los Angeles, CA ***Jan 2022 –* *March 2022***

**QA Test Engineer** [contract]

Ring hardware security devices and companion mobile Ring app

* Tested “Geofence” location accuracy and range using Amazon Sidewalk Wireless Network
* Tested IoT devices with GPS support. Automobile Security Alarm/GPS tracker, “Ring Car Cam” automobile video dash camera, “Fetch” GPS pet tracker
* Tested iOS mobile Ring app, utilized Athena AWS S3 data source device log queries

**Ronday Technologies** | Los Angeles, CA ***July 2021 –* *Dec 2021***

**QA Test Engineer** [contract]

Multimedia collaboration platform, enabling users to work together in a shared online space

* Ronday audio video conferencing app under test. Tested performance and functionality on Windows 11 and OSX platforms. Test staging and prod server releases for Ronday Website
* Created edge test cases for App performance functionality; proximity chat/spatial Audio, Video, UI, user accounts, security, new features
* Tested Bluetooth headphone connectivity and sound quality
* Ticketing and documentation reporting via Atlassian Jira, Confluence
* Reported Production build Release Notes for internal teams and partners
* Set-up TestRail for team to manage, track, and organize software testing efforts

**Google Engineering** TVC Quardev**/**Virtusa | Bellevue, WA ***Nov 2018 –* *July 2021***

**Senior Quality Assurance / Multimedia Performance QA Test Engineer**

Google ChromeOS Managed User accounts. Google Video Communications Hangout Meet Apps

* Agile testing Chrome OS/Chrome Browser on Beta and Stable release builds
* Managed Virtual Desktop Infrastructure [VDI] test suite; Citrix Workspace/VMware Horizon
* Write and execute New Feature policies test cases for ChromeOS enterprise org accounts
* Managed Enterprise enrolled devices via D-panel/YAPS user controls
* Competitive testing against Google G-Suite Meet, Zoom, Microsoft Teams, Cisco WebEx
* Google Meet WebRTC event logging VP8 and VP9 codec analysis
* Wrote bash script executable for “battery percentage” test suite

**Microsoft Windows Experience** [V-] **/** Launch/HCL | Redmond, WA **Oct *2015 –* *Nov 2018***

**Senior Audio Test Engineer II**

Partner analytics & Windows Ecosystem. Device testing Microsoft Speech Platform on Windows OS

* Lead Engineer for Hey Cortana Speech Platform testing; Standard and Premium device classes tested in Near-Field and Far-Field acoustically treated ETSI studio using Ambient, Echo, and Quiet Speech Accuracy assessments. Test results based off of the OEM devices Acoustic Echo Cancelation [AEC], microphone Beamforming, and Noise Suppression quality
* Lead of User Customer Satisfaction lab operations. Performance and user experience on top Windows ecosystem devices, such as Priority Device Projects, and Featured Devices. Team assessed current and upcoming versions of Windows OS on over 400 computer lab devices [laptops, tablets, all-in-ones] at various stages of hardware stability and quality
* Subject matter testing included: MS/OEM Retail Demo, X-box One Video Game Streaming, device Human Factors, Mixed Reality [MR]; Headset and Bluetooth peripherals. Wi-Fi Network testing 802.11 [2.4GHz, 5GHz], Movies & TV rest API testing with PowerShell
* Tested Xbox Adaptive Bluetooth Videogame Controller pre-release; device i/o functionality

**Microsoft Studios Vidlab** [V-] / Comforce | Redmond, WA ***May 2011 – July 2012***

**QC Video Encoding/Video Compression Engineer**

X-box Movies & TV app streaming entertainment media and downloadable content

* Engineered video encoding compression, contributing to the video pipeline with ingestion of source media, transcoding codec types
* Utilized AviSynth [AvsP text editor tools] for video script editing
* Processed HD, SD, and QVGA resolutions for VOD [Video-On-Demand] content
* Worked with multimedia Codecs and Containers; MP4 compressed video file Format. Video encoded MPEG-4 Codec. Digital compression standard Video Codec H.264, Microsoft Multimedia Container format AVI, Apple Container format MOV
* Corrected media content; removed bad frames/tape hits, made color corrections, ensured video color and audio dB levels were met to NTSC and PAL standards

**Education**

Programming with Python Language | 2017 [6 Months] Kal Academy

Associates Degree of Art in Audio Production | 2003 - 2005 Art Institute of Seattle, WA