EMMANUEL THEODORE

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Availability: Full Time

Education

Wentworth Institute of Technology | Bachelor of Science in Computer Engineering, minor in Electrical Engineering 2019 - August 2023
Wentworth Institute of Technology | Master of Science in Computer Engineering September 2023 – August 2024
Massachusetts Bay Community College | Associate of Science in Computer Engineering 2018 - 2019
University of Massachusetts, Boston | Bachelor of Science in Computer Science 2017 - 2018

Experience

Tally:

Quality Assurance Engineer |2022 – 2023

- Developed quality-of-life tools for the QA and engineering teams, such as an automatic form input tool, reducing onboarding time from 3 minutes to 30 seconds on average and allowing faster issue reproduction.
- Triaged up to 100 bugs weekly from external testers and internal test runs.
- Collaborated with iOS, Android, and Web Engineers to uncover issues; performed routine regression and smoke testing on all platforms.
- Created and maintained test suites and test cases for multiplatform testing, focusing on automation; automated test suites and test cases for smoke testing to improve iOS app quality and reduce customer-facing bugs.
- Managed build and release processes for iOS and Android apps; supervised an external testing team responsible for end-to-end regression and exploratory testing on all supported platforms.

Apple:

Watch Quality Assurance Engineer | 2021 - 2021

- Collaborated closely with engineers to communicate issues and perform regression testing.
- Conducted UI elements and functions testing.
- Built bash scripts to sanitize APIs for developers.
- Contributed to Automation Framework, automating basic test cases.
- Identified a critical bug using a creative testing approach, preventing the premature reveal of a new product feature months before launch.

Technical specialist | 2017 - 2022

- *Addressed customer support needs, rotating through various skill sets.*
- *Utilized Apple internal software to devise solutions, educated customers, and ensured top-notch service delivery.*
- *Repaired relationships with customers and implemented creative solutions to address their needs.*
- *Employed problem-solving skills to develop innovative solutions within reasonable timeframes.*

Graphic Connections:

Director of Information Technology and Web Services | 2016 - Present

- *Designed and implemented a robust server and Active Directory network infrastructure to optimize business operations.*
- *Engineered a custom server solution featuring storage redundancy, ensuring secure and efficient connections with networked workstations.*
- *Enhanced productivity by streamlining file access, storage, and account connectivity through the innovative server system.*

Skills Summary

Hardware Development: Proficient in modern computer architecture concepts, including assembly language, basic datapath, pipeline components, and cache/memory design.

Capable of evaluating constraints and tradeoffs in microprocessor design and using/modifying computer architecture simulation tools in a high-level language.

Software Development: Proficient in XCode, Android Studio, Eclipse, Visual Studio, Unix shell (bash), nano, vim, ssh, DevOps, integration, Git, GitLab, Firebase, and Jira.

Programming Languages: Skilled in Java, Python, Snap, TI-Basic, HTML5, CSS, Lua, PHP, C, C++C#, XAML, AppleScript, PHP, Swift, Verilog, Assembly, and Binary.

• Proficient in object-oriented programming.

Operating Systems: Windows 95 - 12, Windows Server 2012 - 2016, Mac OS X, macOS, iOS, Android, Windows Phone, Ubuntu, various Linux Distributions.

Office Automation: MS Word, MS Excel, MS PowerPoint, Prezi, Google Docs, Slack, Pages, Numbers, Keynote, Adobe Illustrator CC, Adobe Experience Design CC, SolidWorks, Shapr3D. Pspice, Multisim.

Projects

OpenAI chatGPT Style Chat Bot (2022):

- Leveraged knowledge of Swift and SwiftUI as well as API principles to create a responsive chatbot application on both iOS and macOS devices. Employed Firebase Cloud Functions for continuous synchronization.

Smart Peephole (2020):

- Created a door camera moderating system for college students in their dorms.
- Leveraged the Raspberry Pi platform to create a HomeKit-enabled smart peephole camera,
- Designed a custom enclosure and mounting system using SolidWorks to create 3D prints.
- Link to paper: https://peer.asee.org/smart-homekit-enabled-peephole-camera

colorFind (2018):

- Created a program that identified the color of a ping pong ball and move a robotic hopper to sort. Written in MATLAB.
- used a custom colorFind algorithm to identify the color of a pinpoint ball using a USB camera.
- Moved a mechanical hopper to sort the ping pong balls.

SpotRec (2021):

- Developed a Python application that leveraged the Spotify web API To sort songs based on moods and other metrics