

EMMANUEL THEODORE

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Availability: Full Time

Education

Wentworth Institute of Technology | Bachelor of Science in Computer Engineering 2019 - August 2023 **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

- Triaged up to 100 bugs a week from both external testers and internal test runs.
- Worked with iOS, Android, and Web Engineers to uncover issues and performed routine regression and Smoke testing on all available platforms.
- Created and maintained test suites and test cases for multiplatform testing, with a focus on automation. Automated test suites and test cases for Smoke testing to ensure continued visibility and quality of the iOS App. This added critical redundancy to the testing process and reduced the number of bugs that made it to customers.
- Managed Build and Release of the iOS and Android apps and managed an external testing team responsible for end-to-end regression and exploratory testing on all supported platforms.
- Developed Quality of Life tools for the QA and engineering team, such as an automatic form input tool, which significantly cut down the time it takes to onboard from 3 minutes per attempt to 30 seconds on average. This freed up crucial time for other business tasks and allowed testers and developers to reproduce issues faster.

Apple Watch Quality Assurance Engineering | 2021 - 2021

- Worked closely and communicated effectively with engineers to convey issues, and perform regression testing
- Helped test UI elements and functions
- Created bash script to bleach APIs for developers
- Added to Automation Framework, automated basic test cases
- Caught a critical bug by using a creative approach to test different combinations of scenarios, preventing the early reveal of a new product feature months before launch.

Apple Technical specialist | 2017 - 2022

- Address customer support needs, flexibly rotate through different skillsets
- Learning Apple internal software to create solutions, educating customers, and ensuring that they receive the highest level of service.
- Repaired relationships with customers and created creative solutions to appropriately address customers' needs.
- Utilized problem-solving skills to uncover creative solutions within resalable timeframes

Graphic Connections - Director of Information Technology and Web services | 2016 - Present

- Needed to create a server and Active Directory network to facilitate business operations.
- Built a custom server with storage redundancy, connected to other workstations from the network.
- Allowed for easy and fast file retrieval and storage and seamless connections to accounts through the new server.

Skills Summary

Hardware Development: Familiar with processor design concepts in modern computer architecture, including assembly language, basic datapath, pipeline components, and cache/memory design. Proficient at evaluating constraints and tradeoffs in microprocessor design. Knowledge of how to use and modify computer architecture simulation tools in a high-level language.

Software Development: Xcode, Android Studio, Eclipse, Visual Studio. Unix shell (bash) proficiency, nano, vim, ssh, Dev Ops, integration, Git, GitLab, Firebase, Jira.

Programming Languages: Java, Python, Snap, TI-Basic, HTML5, CSS, Lua, PHP, C, C++C#, XAML, AppleScript, PHP, Swift, Verilog, Low-level programming experience with Assembly and Binary. Object-oriented programing proficiency.

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.

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