Uchenna Ezeokoli

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Skills

- C# | Swift | Kotlin | Python | C++ | JavaScript | TypeScript | HTML | CSS | Node | React | Bash | Git
- Unity3D | TeamCity | CI/CD | iOS | Android | XCTest | Espresso | Google Cloud | OOP | Automation Testing
- Game Development | Virtual Reality | Augmented Reality | Web Development | Frontend | Cloud Computing

Experience

Software Engineer in Test　　　　　　**MathWorks**　　　　　　Natick, MA | Aug 2021 – Present
MathWorks is the leading developer of mathematical computing software relied on by engineers and scientists globally.

- Designed and implemented hundreds of reliable automation tests for MATLAB's enterprise-level mobile application, ensuring the delivery of the highest quality features to over 5 million active global users while using the latest technologies of **Swift, Kotlin, XCTest (iOS testing framework), Espresso (Android testing framework)**.
- Led the design and development of a large-scale codebase refactor increasing the reliability, scalability, maintainability, readability, and performance of nearly 300 automated tests which I configured to run daily using the **TeamCity CI/CD server**.
- Collaborated with cross-functional teams to develop an automated test reporting framework that seamlessly integrates with TeamCity sending test performance emails to all stakeholders and is used as an internal tool throughout the company.
- Continuous Integration/Deployment Pipeline Integration, pull requests, code reviews, design reviews, integration/e2e/regression/stress/usability/manual testing, test planning, Agile Scrum.

Staff Software Engineer, Contract　　　　　　**Sales & Software**　　　　　　Remote | May 2021 - Aug 2021
Startup Studio and Growth Consulting Firm specializing in scalable MVPs, market validation and go-to market strategies.

- Developed a multiplatform internal application that tracks industrial athlete's injuries using **React, JavaScript, TypeScript, Ionic, Node, and Google Cloud** currently implemented in 12,000 Aldi grocery stores worldwide.

Software Engineer, Intern　　　　　　**Revenue Solutions Inc (RSI)**　　　　　　Remote | Sep 2020 - Jun 2021
Empowering local and state goverments with the only cloud-native SaaS platorm for goverment revenue processing.

- Migrated slow-performing webpages from ASP.NET(**C#**) to **React/TypeScript** resulting in an 80% increase in page load speed.
- Led the development of the first 192 UI tests for RSI's enterprise web application to ensure the stability of the migrated webpages and as a result was appointed to mentor the other interns as they ramped up.

Projects

Virtual Reality Apartment　　　　　　Dec 2023

- Designed a fully immersive virtual reality apartment with interactable objects, physics, colliders, and locomotion to teleport througout the room using **Unity3D and C#**.

Space Invaders　　　　　　Dec 2020

- Designed and developed the classic Space-Invaders 2D game including collision detection logic, an autonomous moving Invader (enemy) and a health meter to determine the victor using **OOP principals, C/C++, and OpenGL Utility Toolkit**.

Education

University of California, Merced　　　　　　Merced, CA | Aug 2017 - May 2021
Bachelor of Science - BS, Computer Science and Engineering
Awards: Dean's Honor List, Chancellor's Honor List　　　　　　Dec 2020 - May 2021

Certifications

Foundational C# with Microsoft Developer Certification　　　　　　Jan 2024