

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 latest technologies of **Swift**, **Kotlin**, **XCTest (iOS testing framework)**, **Espresso (Android testing framework)**.
- Led the design and development of a large scale code base refactor resulting in an increase in 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 which 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 governments with the only cloud-native SaaS platform for government 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 throughout 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