
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 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

VR apartment

Dec 2023

- Designed a fully immersive virtual reality apartment to explore and demonstrate concepts such as interactable objects, sockets, physics, colliders, audio, and locomotion using **Unity3D and C#**.
- Deployed to Meta Quest 3.

Furisupesu

June 2018 - Present

- Designed and developed furisupesu.com to configure an e-commerce shopping experience showcasing original photography, films, art, and merchandise using **React, TypeScript, and Ionic**.
- Configured an e-commerce shopping experience utilizing the following technologies:
- Implemented custom cloud functions in **Firebase** written with **JavaScript**.
- Leveraged the Printful REST API provided by printful.com to display clothing and supply meta-data using **JavaScript and Axios**.
- Leveraged the Stripe API to configure a payment/checkout server using **JavaScript and Axios**.
- Implemented webhooks from printful.com to the automated email server provided by SendGrid to automate email updates to customers.

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