Wilson Luu

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Software Automation Engineer

- Experience automating in the web, mobile, and backend space.
- Comfortable refactoring existing test frameworks to help make it reflect the current behavior of the product.
- Enjoy learning new programming languages and tools to help better the product.

Technical Knowledge

Languages	TypeScript, JavaScript, Shell
Platforms	NodeJS, Angular, Android, iOS
Databases	MySQL, MongoDb, PostgresSQL
OS	macOS, Windows, Ubuntu
Test Frameworks	MochaJS, Jasmine, Protractor, Selenium
Other	Git, Jira

Experience

Senior Quality Engineer at Allscripts (with Evalytica)
July 2017 – Present • San Francisco, CA

- Currently maintaining (and occasionally rewriting) the Protractor framework, which executes over 120 end-to-end web UI test cases.
- Perform daily QA responsibilities e.g. manual testing, ticket verification, and test case creation.

Senior Quality Engineer at Appcelerator (acquired by Axway)
Oct 2011 – Jun 2017 • San Jose, CA

- Created internal automation frameworks for mobile UI testing and CLI testing.
- Created a bot (in NodeJS) that detects and reports new versions in our product stack (e.g. Titanium SDK, Appc CLI), run smoke tests against the new versions, and send the test results to an Arrow (Appcelerator's cloud product) app.
- Created an automated test framework (with Mocha) that tests 16 APIs for each critical Arrow Connector provided by Appcelerator; 6 in total.
- Created 3 automated test frameworks leveraging Titanium SDK and APS (Appcelerator Platform Service) SDK (for iOS and Android) that would make CRUD calls to ArrowDb.
- Technical lead for several products: iOS platform, Appcelerator Cloud Service, APS SDK, and Arrow.
- Created test plan and test cases for each product I was a technical lead on.
- Trained interns and new hires on the product stack.

Quality Engineer at ParticleCode (acquired by Appcelerator)
Aug 2011 - Oct 2011 • Palo Alto, CA

- Took over an existing automation test suite and refactored it.
- Maintained sample apps that showcased ParticleCode's cross-platform game engine.

- Updated and added test cases to existing test plans.

Software Engineer at Electionear Inc.
Oct 2010 - May 2011 • Mountain View, CA

- Worked on a team of 3 to develop an Android App to replace traditional phone banking and canvassing in the political space.
- Collaborated closely with the CEO on storyboards, algorithm designs, and process models.
- Designed process models and storyboards to conceptualize technical features for product release.
- Implemented critical components on the Android app such as QNA logic, save answers feature, and save map pins feature.

Program Analyst at Kaiser Permanente
Aug 2009 - Aug 2010 • Pasadena, CA

Education

B.S.: Computer Science, Minor: Mathematics   Sep 2005 - Jun 2009
University of California, Irvine