
Experience

Software Development Engineer in Test (SDET) - SDK Developer Tools Team | 1/2020 – Present

Magic Leap Inc., Plantation, Florida

Works in multiple software teams responsible for the development and quality assurance of the Magic Leap "Lumin" SDK.

Effectively communicates software requirements and issues between developers and the end user.

Develops internal software to automate tests using Appium and written in Python, reducing the need for manual tests by roughly 40%.

Creates integration tests across the supported platforms including Visual Studio, VSCode, Unreal Engine, and Unity Engine.

Performs automated and manual testing to ensure test coverage for the public release of software and firmware.

Shapes the development of software by deciding on software requirements to approve for development.

Network and Computer Systems Administrator | 8/2018 – 1/2020

Basic Fun! Inc., Boca Raton, Florida

Managed cloud/on-site servers and network infrastructure. Developed new features for ASP.NET intranet application.

Installed new location network and server hardware. Provided on-site and remote technical support.

Preserved long-term data integrity. Ensured site reliability for over 250 employees.

Software Specialist | 3/2018 – 8/2018

Basic Fun! Inc., Boca Raton, Florida

Led company-wide Office 365 migration. Provided on-site and remote technical support.

Migrated and secured large amounts (>1000TB total) of data from multiple company acquisitions.

Game Engine Programmer | 1/2015 -3/2017

302 Interactive LLC. (Formerly 302 Studios LLC.), Orlando, Florida

Developed various video games and technical projects utilizing Unity.

Designed and implemented game engine code.

Software Projects

MLQA Testing Suite | *Magic Leap Inc.*

Internal software to automate tests using Appium and written with Python. Application was developed with a simple scripting interpreter that allowed team members to create and edit tests without editing code. Allowed for automation of firmware testing, as well as desktop application UI testing.

.NET Core MVC Website | *Basic Fun! Inc.*

Developed server and website infrastructure for new company website. Worked with front end developer to implement form and file upload functionality. Utilized .NET Core.

"Nightshift" EDI to SAP Translation Application | *Basic Fun! Inc.*

Developed electronic data interchange (EDI) translation application for automated e-commerce order processing.

Business shifted to around 65% EDI orders from paper invoices, processing >\$100k in orders monthly. Written in C# and XSL.

Implemented Google Maps Geocoding API in order processing pipeline.

General Ledger Account Reporting for Intranet Application | *Basic Fun! Inc.*

Developed functionality to display general ledger reports in intranet application.

Pulled accounting data from SAP Business One SQL.

"SenseStrech" | *302 Studios LLC.*

Developed guided hand stretch application for a technology showcase competition.

Written in C# with Unity 3D. Implemented RealSense SDK for hand tracking and facial emotion recognition.

2015 Intel® RealSense™ Innovator Prize Winner.

"Epilogue" | *302 Studios LLC.*

Small PC action-platformer game made in 48 hours for Global Game Jam 2015,

a community technology event. Written in C# with Unity 3D.

<https://globalgamejam.org/2015/games/epilogue>

"Battleship" | *University of Central Florida*

Developed single player versus computer Battleship game using Java and Swing for UI components.

Created for Object-Oriented Programming class.

Languages

Proficient in Python, C#, and Java

Works with JavaScript, React, C, C++, and XSL

Interested in Dart, Haskell, and Ruby

Familiar Technologies

Appium, Unity Engine, Unreal Engine, Maya, Cmake, Android Device Bridge (ADB), ASP.NET, Azure, Git, IIS, Jira, Testrail, Gerrit, Jenkins, Pycharm, IntelliJ, Linux, MSSQL, MVC, ReEmote Desktop Services, SQL, SSMS, Tmux, Ubuntu Server Edition, Emacs, Vim, Visual Studio, VSCode, VMware, Windows Server, .NET Core, XML, JSON

Education

University of Central Florida

Associate of Arts Degree – May 2015

Coursework in Computer Science