Quinn Paterson

Bachelor of Engineering, $4th$ year
Software Engineering
University of Victoria, Victoria, BC

Technical Skills

- Programming Languages:C, C#, Java, Python, HTML, CSS, mySQL, pSQL, Javascript
- Testing & Debugging: C, Java, Javascript
- Software: Microsoft Office Suite, JIRA, Testrail, Microsoft Visio, Unity Engine, Android Studio, Eclipse, NetBeans, Splunk
- Technical reports, QA Reports, Requirements document

Work and Volunteer Experience

Test / Development co-op   January 28, 2019 - Present
ICBC
- Developed automated tests for claim processing system
- Taught others how to develop automated tests using Katalon
- Tested and wrote use cases for variety of claims and document processing software
- Wrote basic Splunk queries, utilized Splunk dashboards

Quality Engineer
Millson Technologies   September 25, 2017 - December 22, 2017
- Designed and implemented comprehensive automated testing system for multimedia device controller.
- Produced automated test suite for testing audio output.
- Developed and implemented test reporting system.
- Debugged multimedia embedded system.
- Documented Internet of Things implementation strategy for multimedia device.
- Developed web interface to control IoT devices.

Dev Support QA
Electronic Arts   January 21, 2017 - September 25, 2017
- Producing test cases for web pages and elements.
- Performed HTML, Javascript and CSS Inspection.
- Test case automation using Selenium.
- Organizing test suites / organizing test runs with other teams.
- Bug Verification & backlog grooming.
- QA tool creation - Tools for testing web pages / performing API calls.

Projects & Clubs

-Earned prize in local Battlesnake competition   February 20, 2016
-Started and ran Student Newspaper   November 2012 - June 2013

Core Skills

- Communication:
    - Working with development team at Millson technologies to clarify testing requirements and desired outcomes of edge cases.
    - Coordinated fixes, testing plans and produced feature requests working with a team of engineers while working at Electronic Arts.
    - Extensive experience working with team members on school projects that delivered exceptional results
    - Successfully resolved customer disputes while employed in the service industries
    - Experience with, and sincere enjoyment of, public speaking and debate.

- Organization:
    - Prioritized bugs, delegated tasks for external testing and took part in Sprint planning while working at Electronic Arts.
    - Reduced the amount of space occupied by files, and the time to locate physical files, by organizing and introducing a significantly improved filing system at Jones & Co law firm.
    - Was recognized by A&W for the operational efficiencies and an improved customer experience as a result of my identification of work that could be done prior to rush hour to mitigate the impact of rush hour volume.

- Analysis & Problem Solving:
    - Performing root cause analysis on live site issues and searching for root cause of various bugs
    - Experience isolating issues while trying to work through IoT implementation
    - In software engineering projects as well as home experiments with chemistry, I've worked to break problems into solvable parameters and find the best solution.

- Attention to detail:
    - Looked to document and cover all cases for web controller of a home entertainment system while at Millson.
    - Found hundreds of bugs during development process on websites.
    - Helped others by identifying errors in their programming assignments.

References

Chris Letnik, supervisor at Millson Technologies
Greydon Stead, QA lead at Electronic Arts

Hobbies

- Reading news   - Cooking   - Writing   - Playing Video Games   -Debate
-Travelling   - Home Chemistry Experiments   - Skiing   -Swimming