

KYLE ERICKSON

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I am a software engineer looking to move my family back to the Pacific Northwest and continue to improve my career. With many years in QA and SDET roles, I have a unique perspective on software quality and the processes necessary to release good software. I will not require relocation assistance.

EXPERIENCE

JUN. 2019 – PRESENT

SOFTWARE ENGINEER, C.R. ENGLAND

My primary roles as a developer are SQL scripting, RESTFUL API and microservice development using C# and JAVA, and HTML/Angular UI front ends. I also develop our PEGA platform along with all integration services and RabbitMQ queues required to maintain its data consistency with various systems of record.

AUG. 2017 – MAY. 2018 (SIDE PROJECT)

SOFTWARE ENGINEER, REBOOT ARCADE, LLC

UI and Gameplay engineer on the game, "GlitchBall" built using the Unity game engine and C#. Published to Windows 10, Steam, and Xbox One in April 2018.

DEC. 2015 – PRESENT

SDET ENGINEER, C.R. ENGLAND

As an SDET, I created and integrated automated REST API and coded UI tests for existing applications. I was also responsible for manual testing of UI, API, and SQL database features. I also helped the manage build and release of applications to multiple environments.

JAN. 2015 – NOV. 2015

QA ENGINEER, THOMASARTS

As the sole QA Engineer, I was responsible for test plan development, testing, and logging defects on all digital marketing projects including APIs and front ends. I began to explore test automation and implemented several test automation frameworks for web front ends.

OCTOBER. 2012 – JAN. 2015

QA ENGINEER, HARMAN INTERNATIONAL

In this role, I developed and executed test plans for professional audio hardware and software products.

EDUCATION

DEC. 2018

BACHELORS OF COMPUTER SCIENCE, UNIVERSITY OF UTAH

Dean's List. Entertainment Arts and Engineering (EAE) emphasis. Courses in Deep Learning, video game design and development, mobile application development, etc.

SKILLS

- C#
- Java
- SQL
- GIT
- Game Engines (Unity, Unreal 4)
- CI/CD (TFS, Jenkins)
- HTML
- JavaScript/TypeScript
- Python
- JIRA
- Docker
- Agile