
OBJECTIVE: To continue my career path where my education and work experience will have valuable applications in the entertainment industries.

PROFILE: Software Quality Assurance (QA) and testing experience with a wide variety of projects and environments. Functionality, compatibility, reliability, exploratory/ad hoc, load/stress, usability, installation, security and related test methodologies, strengths include:

- Expertise with manual black box testing, Test plan execution, Regressions, Bug documenting.
- Two years experience with the Software Development life cycle and all aspects of software QA.
- Superior detail orientation – exceptional ability to identify bugs in software.
- Extensive experience with Stack tracing for development, large data management and historical analysis for compatibility and performance verification.
- Self-motivated, Reliable, Personable and excellent communicator.
- Flexible team player – capable of working with others or independent.

SOFTWARE: Operating systems: Windows 2000, XP, Vista 32 and 64, Mac OS9, OSX and Leopard.
Programs: Microsoft Word/Excel/Powerpoint, TextWrangler, Bugzilla, FileMaker Pro, Adobe Photoshop, Capture me, CHUD or Shark, Dr. Watson, VPN Client, Fetch, FirstClass, Pro Tools, Media Composer and cross platform VNC clients.
Browsers: Firefox, Internet Explorer, Safari, Netscape.

EXPERIENCE: 2/2005-3/2006
Muse Media Center, Emeryville, CA
Internship
Assisted with all studio activities, to include: Vocal overdubs, Automated Dialog Replacement. Second Engineered on numerous recording and mixing sessions, updated software, Created networks and routed audio signals and made sure there was always coffee.

EMPLOYMENT: 6/2006-Present
Digidesign, Daly City, CA
Software Test Engineer
Contributed diverse QA/testing and colleague mentoring skill set to multiple projects, including functionality, compatibility, reliability, load/stress, security and related testing of a wide variety of Digidesign products. Creation and execution of test plans and test suites; exploratory/ad hoc testing; bug documentation and regression. Have worked in teams and individually as well as trained new hires on equipment and procedures. Enter test results and feature requests using Filemaker Pro. Working with the Development and Engineering teams to meet critical release deadlines.

3/2006-6/2006
Federation Films, Berkeley, CA
Lead Sound Designer
Worked as head sound engineer for the full-length independent film “Khanda” designed and edited all sound effects to include ADR. Created Foley and special effects, mixed and mastered final soundtrack for release.

7/2000-7/2003
United States Air Force, Fairfield, CA
Quality Assurance Manager/Debrief Dispatcher and Aerospace Maintenance Engineer
Trained and supervised five employees on computer skills, organization, communication, auditing, digital audio information gathering for incident documentation, deployment briefing and radio dispatch to field officers and maintenance personnel. Maintained quality assurance paperwork on various aircrafts for Quality Assurance department, updated mission critical information for maintenance accuracy.

EDUCATION: 2003-2006 BAS in Audio Engineering, Ex'pression College, Emeryville, CA
2000-2003 Studied Aeronautical Engineering, College of the Air Force, Fairfield, CA

MEMBERSHIP: Audio Engineering Society (A.E.S.)
Game Audio Network Guild (G.A.N.G.)