

Ryan Epstein

QA Engineer · Software Developer

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 [ryepsteinCS](#) |  [ryepstein](#)

EDUCATION

University of Houston 2012-2016
B.S. in Computer Science
Minor in Mathematics

EXPERIENCE

Nintendo of America 2017-
Associate Technical Tester
· Evaluate game products to ensure compliance with company content guidelines
· Identify, reproduce, and report bugs and anomalies utilizing proprietary software

Micro Focus 2015-2017
Senior Software Developer Intern
· Worked with a team to create and update database reports shipped with two major releases of flagship product
· Wrote detailed bug reports and implemented bug fixes
· Managed junior team members and ensured on-time delivery of reports

Multitoad.com Gaming Community 2012-2013
Moderator
· Co-hosted gaming streams and podcasts, moderated forum, wrote front-page articles

PROJECTS

Robbin' Goblins @ Microsoft ImagineCup 2016

- Acted as team lead and designer over six-month development of a mobile game programmed in C# on Unity. Features touchscreen control, main menu, multiple levels, and collaboration with local talent for art and music

Foreign-Language Localization QA Tool

- Internal tool written in Java to scan .xml and properties files for untranslated strings and remove unused strings to ensure translation quality and reduce translation costs

Header-Footer Customization Tool

- Client-facing tool written in Java that allows users to easily customize the appearance of database reports generated by MicroFocus' flagship product

SKILLS

SQL, C#, Unity3D, C++, Java, HTML/CSS, JavaScript, Git