

Summary

Software engineer with 3+ years of professional experience in software development and test automation.

Education

B.S Computer Science
Arizona State University, Tempe, AZ

May 2020

Technical Skills

- **Languages:** Python, C#, C++, Java, SQL, JavaScript (Next.js, React.js), TypeScript, HTML/CSS
- **Tools & Technologies:** Jenkins, Git, GitLab CI/CD, APIs, Jira, Virtual Machines, Selenium, Swagger, Grafana, Playwright, Relational Databases(MySQL, Microsoft SQL Server), NoSQL Databases(MongoDB), AWS

Professional Experience

iPro Tech – Tempe, AZ: Software Developer (SDET)

Sep 2021 – Jan 2024

- Developed and executed UI automation with Selenium and Playwright, using Python to validate product functionality through comprehensive testing.
- Enhanced API testing by streamlining functional acceptance and regression tests in C#, maintaining consistent and reliable quality standards.
- Integrated DevOps practices to streamline client, development, and test environment deployments. Established a robust CI/CD pipeline to improve efficiency throughout the software development lifecycle.

Microsoft – Tempe, AZ: Technical Support

Aug 2018 – May 2020

- Provided expert-level technical support to Microsoft customers, diagnosing and resolving complex technical issues
- Served as the escalation point for technical issues, demonstrating advanced problem-solving skills to provide timely and effective solutions.

Projects

Machine Learning Sports Predictions - <https://www.sportsbetter.ai/>

- SportsBetter.ai: Developed a SaaS sports prediction platform using Next.js, Tailwind CSS, MongoDB, and AWS SageMaker for real-time predictions. Integrated APIs for data fetching, user authentication, secure registration, login, Stripe subscription management, and a referral system.

Solved Games Automation Project – jhartfie.github.io

- Jhartfie.github.io: Applied game theory and various algorithms using Python, C++, JavaScript, Java, HTML, and CSS.
 - Rubik's Cube: Algorithmically solves and displays a Rubik's cube with a matplotlib UI.
 - Sudoku: Generates and solves boards using a backtracking algorithm.
 - Flappy Bird: Developed an AI player with the NEAT algorithm.
 - Additional projects include Tic Tac Toe, Minesweeper, and Connect Four

Creating Visual Representation of a Complex Technical Process - <https://jhartfie.github.io/Path-Finding-Visualizer/>

- jhartfie.github.io/Path-Finding-Visualizer: Created with ReactJS to visualize shortest path algorithms (BFS, DFS, A*) and sorting algorithms (Bubble, Merge, Radix, Quick Sort).