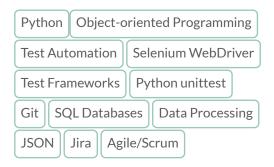
# V. MAY TOMIC

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### SKILLS & TECH



## **PROJECTS**

#### **TRON**

December 2018 | Al Capstone Project Game bot trained using reinforcement learning (SARSA  $\lambda$  for Q approximation)

#### **DROPBOX**

April 2017 | CS Systems Security Final File manager with secure user/password storage and session token handling (built and penetration-tested)

#### ETYMOWL 2

September 2016 | Chrome Web Store Light-weight etymology search extension for Chrome

## **EDUCATION**

#### **BROWN UNIVERSITY**

ScB Computer Science AB Classics

May 2019 | Providence, RI GPA: 3.8 / 4.0

## **CERTIFICATIONS**

#### PATENT AGENT

U.S.P.T.O. • Reg. No. 78,648

### **EXPERIENCE**

## **SOFTWARE QA / AUTOMATION ENGINEER** | VISIBLE BODY Oct 2020-Present | Framingham, MA

- Write and execute comprehensive test plans for web and mobile applications
- Develop automated tests using Selenium WebDriver/Python unittest to validate frontend web application UI & functionality
- Train other members of QA team to utilize and contribute to automation efforts

#### Achievements

- Developed 150+ automated UI tests for web application in Selenium/Python, replacing > 50% of manual testing effort previously required for application releases
- Promoted from Software QA Engineer to Automation Engineer after less than nine months at company

## TECHNOLOGY SPECIALIST | WOLF GREENFIELD & SACKS May-Aug 2018, Sept 2019-Sept 2020 | Boston, MA

 Provided technical expertise and prepared patent applications in areas relating to computer software and hardware

## PTOC SOFTWARE ENGINEERING INTERN | MITRE CORP Winter 2015-2016, Winter 2016-2017 | Bedford, MA

- Developed R code to parse GPS data from live sources and calculate/plot error ellipses
- Ported a pair of battlespace management applications for Vive & Rift to Google Cardboard using Unity and C#

### **SOFTWARE ENGINEERING INTERN** | MITRE CORP

June -Aug 2015 | Bedford, MA

- Built Android apps for use in an attack/defend style Capture the Flag security competition
- Developed Android native software to process sensor data collected by Google's Project Tango
- Wrote Ruby server code to upload RGB-XYZ data in real-time and used C# scripts to display in Unity