Samuel Andrew Bondoc

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EXPERIENCE

Software Quality Assurance Engineer

Toshiba America Business Solutions

- Collaborated with a team of 7 engineers in a 2 to 3-week sprint Agile environment.
- Managed suite of over 1000 test cases for cloud service printing system. [Azure DevOps Server (TFS)]
- Coordinated with teams on 2 external companies to solidify product requirements and formulate test cases.
- Developed automation for regression tests on virtual machines. [C# | SQL | Selenium | Visual Studio | Hyper-V]
- Built and deployed applications to 3 staging and 6 production environments. [Azure | AWS | Linux | Git | Bash]
- Reviewed developer code for embedded printer and full-stack web applications. [TFS | Python | Java | Elixir]
- Performed security scan, memory leak, server load, and performance tests. [OWASP ZAP | JMeter | Selenium]
- Configured Raspberry Pi for printer fleet diagnostics. [Raspberry Pi | Linux | Debian]

Engineering Course Tutor

UCI Office of Access and Inclusion

- Taught programming paradigms to 4 students. [C | 8051 | MIPS | RISC-V]
- Developed memory architecture visualizations for 1 student. [Paint.NET | C]

Cybersecurity Workshop Tech Mentor

UCI Office of Access and Inclusion

- Facilitated virtual 3-weekend IoT seminar with over 60 participants from colleges across the U.S.
- Diagnosed DHCP setup anomalies for query-filtering DNS server. [Raspberyy Pi | Linux]
- Guided beginner Python users through coding a Caesar cypher. [Python]

Summer Program Assistant

UCI Office of Access and Inclusion

- Mentored over 80 students for 8 weeks in hardware/software integration. [Python | SolidWorks]
- Formulated JavaScript curriculum for advanced participants. [GitHub | JavaScript | Premiere Pro]

SKILLS

Coding - C | C++ | Python | SQL | JavaScript | Verilog HTML | CSS | Java | 8051 | MIPS | RISC-V Tools - GitHub | Xilinx Vivado | Google Apps Script MySQL | SolidWorks | GDB | Valgrind

Interfaces - Git | Windows | Linux | SSH | HTTP | TCP Raspberry Pi | Arduino | Node.js | Koa.js Design - Paint.NET | Canva | Adobe Premiere Pro Adobe After Effects | Audacity | GIMP

EDUCATION

University of California, Irvine **Bachelor of Science in Computer Engineering**

Courses - Data Structures and Algorithms | Database Management | System Software | Processor Hardware Object-Oriented Programming | Computer Networks | Signal Processing | VLSI | Machine Vision

PROJECTS

Social Media Publication Management System

- Administered social media page receiving 20 entries daily reaching 20,000 users with a team of 3 moderators.
- Implemented visual anti-spam filter with regex generation, increasing engagement by 98%. [JavaScript]
- Deployed spreadsheet organization script, leading to 12.8x publication rate. [Google Apps Script]

IoT Irrigation System

- Designed irrigation prototype with DHT-11 sensor, HW-416 PIR sensor, and I2R LCD. [Raspberry Pi | Python]
- Optimized distribution efficiency protocol with CIMIS database retrieval using FTP and string parsing.

Single-Cycle MIPS Processor HDL Model

- Incrementally implemented core, pipelining, and hazard protection functionalities. [Verilog]
- Tested and analyzed power consumption on simulated Kintex-7 FPGA. [Xilinx Vivado]

August 2020 – June 2021

May 2021

April 2019 – September 2019

July 2021 – Present