

Tommy Tran

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Experience

Blizzard, Irvine, CA

Associate Software Development Engineer in Test - Team 4 QA (May 2019 - Current)

- Used C# and Typescript to help develop a new automation framework for Overwatch that allows for members of the team to easily schedule automation tasks.
- Maintained stability and accuracy of the build verification system
 - Reduce False positives by creating redundancy for common errors caused due to external dependencies and temporary network outages.
 - Improved reporting to allow developers to quickly find and triage build breaking errors.
 - Improved automation failure workflow by allowing for individual re-runs of problem tests.
- Developed staging and production workflow for QA to allow them to quickly iterate when creating automation tests.
- Handle and implement feature requests from QA scripters to expand QA automation for Overwatch2.

Associate Technical Test Analyst - Team 4 QA (Nov 2017 - May 2019)

- Updated and Maintained existing automation framework, and helped leverage existing tools to help integrate more automation into the QA workflow.
 - Helped support departments automate asset gathering, reducing unnecessary man hours.
 - Improve and maintain routines used daily by the QA team.
 - Added support for the switch console to allow for console soaks and scene performance.
- Created new automation routines to soak Replays and New game modes and heroes.
- Assisted in developing a new build verification test framework for Overwatch.
 - Assisted in developing a frontend webpage to allow other members of the team to easily keep track of build health.
- Assisted in Maintaining and developing new features for performance metrics gathering.
 - Maintained the frame playback system to help gather typical game session performance.
 - Helped prototype a new system for gathering character performance.

Associate Test Analyst - Team 1 - UIO (Aug 2016 - Nov 2017)

- Primary QA contact and support for the SC2 client API.
 - <https://github.com/Blizzard/s2client-api>
 - Developed several AI to act as an example project for release
 - Developed and maintained Unit Tests
- Developed tools that helped to improve the testing workflow using internal API's

Skills and Expertise

- Programming languages: C++, C#, Javascript, Java
- Tools: Github, Perforce, Jenkins, TED, Docker, Jira, Sql

Education

University of California, Irvine, Bachelors of Science in Computer Game Science
Fall 2011 - Spring 2015