
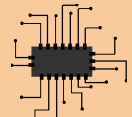





Zach Agostine

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Key Skills

 Languages	C Python Assembly LabVIEW Ladder Logic VHDL HTML/CSS
 Micro- controllers	PIC 18 Series ATMEGA Series PLCs FPGA Boards Arduino Raspberry Pi
 3D Printing	Solidworks Fusion 360 Blender Print finishing Printer repair
 Fabrication	Soldering PCB Design Mech. Assembly Mech. Testing
 Certificates	Embedded Sys. SCADA Sys. Basic Electronics

Experience

Test Engineer Fujifilm Medical Systems May. 2017 – Aug. 2018

- Develop automated testing tools and integrate them into the manual testing process.
- Improve tester efficiency through automation group training and one-on-one support.
- Create and maintain documentation for automation tools.
- Perform expected software quality assurance tasks, including test cases, regression and manual testing.

QA Tester Epic Games Apr. 2016 – Apr. 2017

- Use best practices and careful testing to identify and report critical bugs that affect product performance.
- Coordinate daily playtests and triage user issues.
- Document and distribute information for improved testing efficiency, such as unique interactions and edge cases.

QA Tester Vicarious Visions Feb. 2015 – Dec. 2015

- Complete comprehensive sweeps, bug tracking, bug routing and performance capture for Skylanders: Superchargers.
- Improve level testing by identifying critical testing areas.
- Improve performance through one-to-one coaching.

Education

AAS in Electronics Engineering Technology Wake Technical Community College

- Expected to graduate May. 2020
- President of the Electronics Technology Club
- 3.9 GPA

Bachelor of Science in Marketing Champlain College

- Robert P. Stiller Award for Academic Excellence
- 3.5 GPA