Wanda Boyer · Software Developer · Vancouver, B.C., Canada · **wbkboyer@gmail.com**

Wanda | Boyer

- **GitHub:** github.com/wbkboyer
- **Site:** wbkboyer.com

Education

2016 - University of Victoria
MSc. - Computer Science

- Thesis: A Decision and Minimization Procedure for Modal Logic

2012 - University of Victoria
BSc. - Computer Science

- Combined degree: Computer Science and Mathematics

Speaking engagements

2021 - Command + F Hackathon
- **The Anatomy of a Game**

2019 - Power-Up Lunch Series at Kabam Games
- **Testing Automation with the CT Automation Solution**

2018 - Lunch and Learn Series at Intel
- **The Petfacts API: Implementing Slack Slash Commands using FlaskRestful and Amazon EC2**

2016 - UVic SPACE Program
- **A Decision Procedure for Modal Logic, with Applications to Quantum Kitten Theory**

2013 - UVic SPACE Program
- **Game Theory and Modal Logic**

Volunteering

2022 - CBO - print("CODINGO") Challenge
Judge

- Coordinated with other judges to develop rubric
- Evaluated submissions to determine winners

Hackergal
Mentor

- Facilitating coding opportunities for girls to improve technical literacy
- Demonstrating how to approach technical problem-solving

Canada Learning Code
Mentor and Lecturer

- 2016 - Mentor - Data Insights with Python for Beginners
- 2017 - Mentor - Using Data to Solve Problems
- 2019 - Mentor - Data Insights with Python for Beginners
- 2019 - Lecturer - Using Data to Solve Problems: An Introduction to Artificial Intelligence and Machine Learning for Beginners

Summary

I strive to act as a force-multiplier by proactively identifying obstacles to my team's success and mitigating those organizational inefficiencies with process driven by tooling, automation, and documentation. My work has entailed:

- Designing, implementing, and distributing tools
- Architecting and deploying infrastructure to improve the quality of tooling
- Authoring clear documentation

- **Tech:** Python, C, Powershell, Bash, NodeJS, MongoDB, Git, Confluence, Jira
- **Loves:** Art, Singing, Mathematics, Video Games

Experience

2023 - 2024 - Edge-addition Planarity Suite
Software Engineer

- Working at the C application layer to restore ability to test all graphs of a given order for a chosen graph algorithm
- Modernizing legacy C codebase and introducing infrastructure to support development
- Implementing Python framework to facilitate large-scale testing of the `planarity` executable, to provide investigation support, and for memory analysis
- Please see the edge-addition-planarity-suite for more details

2021 - 2023 - SkyBox Labs
Support Engineer II - Tooling and automation

- Wrote extensive documentation to support the onboarding and development process for Halo Infinite team
- Coordinated with 343Industries and SkyBox Labs IT to identify and remediate showstopping development environment issues
- Implemented debug tools for Halo Infinite Forge
- Drove development of Arsenal Environment Management and Configuration tool (internal), implementing CI/CD pipelines with **GitHub Actions** such as an Automated Documentation Generation pipeline using `mkdocs`

2020 - 2021 - Kabam Games
Backend engineer - Feature development + SRE

- Participated in agile process with designers, frontend engineers, and live operations to design, implement, and deliver backend features for **Disney Mirrorverse**
- Worked with **GitLab Pipelines**, **GitHub Actions**, **Terraform**, **Ansible**, and **Packer** to support automated deployment of backend services
- Troubleshooting backend issues using **Grafana**, **MongoDB Atlas**, **Sumologic**, and **Datadog**
- Establishing and documenting process for detecting and recovering from errors

Experience (continued)

2018 - 2020 - Kabam Games

QA Engineer

- Defined QA Engineer role at Kabam, delineating the responsibilities into in-game tooling, standalone tooling, and testing automation using the in-house testing automation framework
- Drove adoption of agile process for development of tools and testing automation
- Wrote extensive documentation covering the use of the in-house testing automation framework, in-game tools for QA/Designers, and standalone tools
- Developed a **Perforce** pre-commit validation tool in **Python** to facilitate Unity codebase quality improvements

2017 - 2018 - GlobalMe

QA Automation Engineer

- Member of an agile team working to refactor an internal testing automation framework with a focus on maintainability and extensibility
- Wrote testing automation script suites in Python using the internal testing automation framework
- Learned to read **Jenkins** console data as well as serial com logs while investigating automated test failures
- Assisted with the maintenance of the test farm, particularly the setup and configuration of iOS test benches, which I then thoroughly documented on **Confluence**
- Was exposed to Intel's iOS software development process when adding accessibility labels to page object elements as required for automation
- Assisted in the execution and reporting of daily integration tests for Android and iOS, as well as troubleshooting and improving these test suites
- Designing **SQLite** Database schema to support automation framework grid, as well as the web UI using **Django**, bootstrap, and crispy forms
- Assisted with implementation in Python of libraries for interaction with Android phones.

2016 - 2017 - Fortinet

Software Dev. QA Engineer

- Took ownership of numerous antivirus certification dispute processes, requiring the development of scripts and modules to support detailed technical documents.
- Responsible for implementing new features or modifying existing functionality for production systems, such as the cloud-based behaviour scan server.
- Constructed a complex federation of **Django** applications comprising a user interface for use by antivirus analysts, drawing upon the entire set of sample data collected since the company's inception as well as querying the **ElasticSearch** REST API, and presenting this data using bootstrap, crispy forms, and the datatables **JQuery** plugin.

· References available upon request ·