

Andrew Isaacs
Software Development Engineer in Test

(607) 744-1176
A.isaacs@stny.rr.com

Portfolio: <https://isaacs5.wixsite.com/andrewsportfolio>

Experience

HP (Contract) - Software Development Engineer in Test (Remote)

May 2025 - Current

- Worked with QA team to create tests to automate regression testing
- Utilized SmartBear's TestComplete software for desktop automation while coding in Python
- Managed project test cases using Azure DevOPs and merged code into Azure Repos
- Worked in an Agile environment and created BDD tests on a CI/CD pipeline
- Discovered and documented numerous bugs
- Worked with team members to solve complex problems and create quality, and efficient code

Innovation Associates - Test Automation Engineer (Remote)

January 2023 - January 2025

- Worked closely with the manual and dev teams to create automated tests
- Utilized SmartBear's TestComplete software for desktop automation while coding in javascript
- Managed project test cases using Azure DevOPs and merged code into Azure Repos
- Created scripts to report test execution results to Azure Storage using Allure
- Used Azure Vms and Azure SQL Server to configure simulated customer environments to execute automated tests to meet customer needs
- Worked in an Agile environment and created tests on a CI/CD pipeline-Discovered and documented numerous bugs
- Continuously learned and developed testing and software developing skills
- Worked with team members to solve complex problems and create quality, and efficient code
- Tested API Endpoint responses using Jmeter

AI Games LLC - Developer

January 29, 2022 - August 26, 2022

- Planned out tasks and projects using Milanote
- Designed and created unique and exciting games with Unity
- Wrote code for complex gameplay systems using C# in Visual Studio
- Made 2d and 3d models/assets using software such as Adobe Photoshop, and Blender
- Published mobile applications on the Google Play Store for Android-Made updates to game software to comply with Google play standards

Hidden Valley 4-H Camp Counselor/Sports program specialist

June 16, 2021 – August 15, 2021

- Oversaw sports and rec events and activities during the summer
- Used communication and time management skills to assist counselors with daily activitys and managed any problems that occurred

-Worked hard with other counselors to complete tasks as a team-Made sure camp was a fun and exciting experience for campers

Skills

-Programming -Python -OOP -JavaScript -SQL -Software testing -Presentation -Team Work
-Problem solving -Communication -Time management -BDD -Visual Studio -Git -IntelliJ -JMeter
-Allure -Test Complete -Microsoft Azure -Unity -Unreal 4 -Blender -Adobe

Courses

-Data Structures -Object Oriented programming -Software Development -2d/3d art and Modeling -Animation -Character Design -Sound development

Awards

-Eagle Scout
-SUNY Poly Presidents list

Education

SUNY Polytechnic Institute - GPA 3.78 Bachelors Degree
Major: Interactive Media and Game Design
Minor: Computer Science
Date: September 2019 - May 2022

SUNY Broome - GPA 3.5
No Degree
Major: Visual Communications
Date: September 2018 – June 2019