

# Kevin Koleckar

Test Automation Engineer at Posit Science

kevin.koleckar@gmail.com

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## Summary

I am a highly motivated and hard working individual. I earned an education in fine art, and found a calling in QA engineering. My attention to detail and methodical approach I credit to my work as an artist. I earned my degree in conceptual and informational art, which means I find systems developed to ensure the quality and health of other systems beautiful.

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## Experience

### **Test Automation Engineer at Posit Science**

September 2012 - Present (1 year 3 months)

- Script web tests with Selenium Webdriver
- Script iOS tests with UIAutomation
- Simple API testing
- Integrate tests with Jenkins CI
- Built a test portal to simplify the process of running test tasks on demand

### **SDK Compliance Project Lead at OnLive**

May 2012 - August 2012 (4 months)

- Collaborate with SDK development team to establish test plans for newly developed API's
- Develop software tools for testing automation
- Point of contact for SDK compliance testing and related bugs

*3 recommendations available upon request*

### **Certification Senior Tester at OnLive**

April 2011 - May 2012 (1 year 2 months)

- Collaborate with various departments to improve procedures
- Advising Certification testers

*1 recommendation available upon request*

### **Game Certification Tester at OnLive**

May 2010 - April 2011 (1 year)

- Test video games to verify functionality, data content, performance, OnLive compliance and usability/playability.
- Verify fixes, resubmissions and general follow-up to the account managers responsible for the game title.

### **Game Design Intern at Creativity, Inc.**

March 2010 - May 2010 (3 months)

- Provided solutions-based game design feedback for the company's first title

- Performed functionality testing, bug tracking, and regression testing

*1 recommendation available upon request*

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## Education

### **San Francisco State University**

BFA in Art, Conceptual and Informational Art, 2010 - 2012

Activities and Societies: DAMMIT! Artists Guild

### **University of California, Davis**

N/A, Mechanical Engineering, 2002 - 2005

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## Honors and Awards

2010 Wild Pockets Bay Area Game Jam Engineering Award

## Interests

Game development

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## Skills & Expertise

**Test Planning**

**Software Development**

**Testing**

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## 5 people have recommended Kevin

"While not in the same group, I have had the opportunity to work with Kevin closely enough to witness his technical skills, work ethic and passion for high quality. Kevin has an intensity about his work that is undeniable. He was often the first person I saw in the day and the last person I saw when I left and this included weekends. Technically, I could always depend on Kevin's input and sought this out frequently. Kevin has a sense and passion about quality that earmarked him for the QA team if he ever wished to change career directions. It has been a great pleasure to work with Kevin and I would endorse and recommend him for any position that demands his loyalty, passion and technical skills."

— **Tom Costales**, *Sr Quality Engineer, OnLive*, worked with Kevin at OnLive

"It has been a pleasure to work with Kevin for the past two years at OnLive. Although Kevin started testing game functionality, he showed an incredible aptitude for learning new technology and quickly moved into SDK testing. His knowledge of how our SDK worked was unequalled, and he led the creation of a series of automated test scripts to find bugs quickly and efficiently. Kevin also moved into the role of tools programmer. He worked with our certification engineers to find tests that were time consuming and he created automated solutions to make these tests easier. In doing so, Kevin saved the department significant time and money. Through all of this, Kevin was instructing new members of the department on how to perform these tasks, and the whole department benefited from his knowledge. Kevin has excelled at any task set before him, and it was truly great to work with him."

— **Garrett Grant Muldoon**, *Content and Test Manager, OnLive*, managed Kevin indirectly at OnLive

"Kevin's work in verifying the OnLive SDK Compliance is superb. Initially, he worked closely with the SDK team to get the test scripts working through an SSH Shell through the cloud. Once that was working properly, he ensured all the tests were being performed automatically and reporting the proper results through the logs. This took almost a year to accomplish since the tools and scripts were not meant to run automatically, but manually. His automated process has been included with the release of the OnLive SDK to the game developers and is required for submission. The OnLive SDK team has added several new features to the platform such as Achievements, Voice Chat and Leaderboards which all need SDK Compliance checks. Kevin always worked closely with the SDK team to ensure Certification is testing with the latest tools. There have been a few times where Cert was behind due to lack of communication from the SDK team. Luckily, Kevin was able to quickly diagnose identify the missing tests and work with the SDK team to get updates to the test harness and scripts. Although Kevin's main responsibility was in SDK Compliance, he also has

picked up programming and scripting which have been very beneficial for the Certification department. He created several tools that are used by the testers daily to capture and push various data. Kevin was a pleasure to work with and was a valued member of the Certification team. His positive attitude and due diligence have benefitted him and his other team members. Whenever an issue arose, I could always rely on Kevin to draft a possible solution and start engineering it. Kevin is one of a kind."

— **Michael Yasko**, *Manager of Certification, OnLive*, managed Kevin at OnLive

"Kevin is a great worker. He shows up for work early in the morning and is willing to stay late when needed. He is an asset to the Certification department since he is able to balance work and school and get his work done in a timely manner. His knowledge of code is great and he is able to make a lot of tools to make everyone's job in Certification easier."

— **Shaun McCourt**, *Certification Specialist, OnLive*, worked directly with Kevin at OnLive

"Kevin jumped onto the testing on my project and made a noticeable impact immediately. His willingness to repeat play sessions as many times as necessary to narrow down bug cases and produce accurate reproduction steps was a large benefit to the engineers on the project. He possesses a strong attention to detail, an extremely positive attitude, and is eager to excel at whatever task assigned to him. Kevin would be a great addition to any team."

— **Greg Sabatini**, *Director of Engineering, Creativity, Inc.*, managed Kevin indirectly at Creativity, Inc.

[Contact Kevin on LinkedIn](#)