

# David Townsend

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## Skills

- Knowledge of software/hardware development lifecycle, testing methodologies, and testing tools.
- Proficient in creating, automating, and executing software tests (unit-tests, regression tests, functional tests, stress tests).
- Ability to triage problems, prioritize accordingly, and propose a resolution.
- Strong organizational and communication skills.

## Professional Experience

### Fitbit

QA Engineer (Contractor with Raindrops)

San Francisco, CA

Jul 2022 - Present

- Executed Python test scripts to test hardware functions and features.
- Fostered strong relationships with teams, leveraging a keen eye for detail and a questioning approach to optimize hardware features.
- Documenting QA processes, ensuring comprehensive data collection

### Nexus Studios

Contract QA Tester

San Francisco, CA

Apr 2022 - May 2022

- Tested AR features for a mobile project presented at Niantic's Lightship Summit 2022.

### Aechelon technology

Runtime/Tools QA Tester

San Francisco, CA

Jul 2021 - Apr 2022

- Tested tools used by the company's clients to publish unique elements into Aechelons visual database
- Triage nightly builds
- Created documentation for the Tools department

### Magic Leap

QA Engineer (Contractor)

Sunnyvale, CA

May 2017 – July 2021

- Specialized in testing SLAM-related features, often drawing parallels with gaming experiences to improve testing strategies.
- Tested SLAM features for Magic Leap 1 and early Magic Leap 2 hardware releases, prioritizing critical bugs and developing edge case test scenarios.
- Ensured SLAM features, specifically tracking and Localization, maintained low jitter in user experience during daily test builds.
- Coordinated with various QA teams, leveraging my observant nature to enhance inter-team collaboration and product excellence.

### Oculus (a Facebook Company)

QA Vendor with Infostar

Menlo Park, CA

February 2015 – November 2016

- Developed test plans for Unity and UE4 Oculus Integration
- Execute created test plans
- Worked with Oculus Unity and UE4 internal developers
- Helped Launch the Oculus Rift and Gear VR

**Facebook**  
QA Vendor with Infostar

Menlo Park, CA  
June 2014 – February 2015

- Wrote and executed test plans for iOS, Android and Windows devices.
- Used ADB to debug Android devices and performed black box ad hoc testing
- Document QA procedures

**Viggle** - A TV engagement Company  
QA Engineer

San Francisco, CA  
February 2012 – July 2013

- Wrote test plans for Viggle and MyGuy app.
- Performed blackbox testing on Viggle and MyGuy app
- Interacted with developers on a daily basis

**Loyalize.com**  
QA Tester

San Francisco, CA  
April 2011 – January 2012

- Wrote and executed test plans on web portals and mobile apps.

**The Orphanage** (defunct VFX Company)  
Resource Administrator

San Francisco, CA  
December 2007 – February 2009

- Performed comprehensive quality checks on dailies
- Point of contact for trouble shooting Plug-in issues with After Effects, Premiere and Photoshop
- Movie credits on Iron Man, Red Cliff and Don't Mess with the Zohan

## Internships

**ILM/SIGGRAPH**  
XSV

San Francisco, CA  
February 2009 – July 2009

- Helped coordinate the Jury selection process
- Wrote up How to documents for submitting finalized jury submissions to Soho.net
- Coordinated with Soho.net on submissions
- Organized and tracked all content submitted for Jury selection
- Created one of the intro sequences for ILM show Reel

**PDI/DreamWorks**  
Intern

Redwood City, CA  
January 2006 – April 2006

- Learn proprietary tools in a hands-on environment
- Updated company's WIKI as necessary

**SIGGRAPH Convention**  
Volunteer

August 2003 - 2006

## Education

**Academy of Art University** • San Francisco, CA  
Master of Fine Arts (Unfinished) – Computer Animation

- Creation of thesis animation called Stuck

**Syracuse University – College of Visual & Performing Arts** • Syracuse, NY  
Bachelor of Fine Arts – Computer Graphics