

Paulina Durán Miranda

Software Engineer / User
Experience Researcher &
Designer

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GIT projects:

- Peter The Planet – Videogame
- Android Video on OMAP

Writings:

- "Burning up the points: An experimental research on gamification in an Agile working environment."
- "Shumei, a musical way to change your mood: Internet of Things & Media Services application."
- "Foreign students who never leave their home - Why there is value in international networking"
- A comparison between Contextual design and other UCD approaches

SUMMARY

A result-driven engineer effectively connecting systems to create supportive and enjoyable experiences.

EDUCATION

Tampere University of Technology (Tampereen Teknillinen Yliopisto). Tampere, Finland

M.Sc. in Information Technology (User Experience) — 2014 - Current
Estimated graduation date: Fall 2016 (GPA: 4.69/5)

Thesis topic: Smart storytelling to enhance engagement in treatments for noncommunicable disease patients.

Achievements:

- Participant in the Open Academy "Open Design" project sponsored by Facebook in Menlo Park, California
- Fellowship awardee for the NYC Fellowship program from the Un-School of Disruptive Design in Brooklyn, New York.

Additional activities:

- Volunteer at IXDA's Interaction 16
- International tutor for degree students

Tecnológico de Monterrey, Campus Monterrey. Monterrey, NL, Mexico

B.Sc. in Electronics and Communications Engineering — 2004-2008

Honors degree (GPA: 92/100) and Student Leadership diploma.

Additional activities:

- International tutor at Tecnológico de Monterrey
- Math tutor at the 'Prep@net' (Virtual High School) from Tecnológico de Monterrey.
- EXPOTEC (Student fair) Coordinator for my home state's student association

SKILLS

- **Languages:** Spanish (Native Speaker), English (TOEFL iBT: 103), French, Greek (Basic)
- **Software:** Access, Adobe After Effects, Photoshop, Jenkins (Basic), Android Studio, Aptest, Balsamiq, Eclipse IDE, Git, Justinmind, Processing, Twine, QPST, QXDM (Intermediate), MS Office (Advanced)
- **OS:** Android, Linux, Windows XP/Vista/7/10
- **Programming Languages:** HTML, CSS, Javascript, C++ (Basic), Java, Python, Perl, Shell, XML (Intermediate)

EXPERIENCE

Software Development Engineer in Test - Summer trainee, Microsoft Oy Tampere, FI — Summer 2015

Software test engineer for the motion detection algorithm. Tasks included design of test plan, creation of personas and scenarios to represent users and use case conditions, testing camera performance by using an iQ-Analyzer station.

Accomplishments:

- Developed a basic Windows Phone app using Microsoft Lumia SDK.
- Acknowledged the working environment in Finland.

Software Test Engineer, Dextra Technologies

Monterrey, NL, MX / San Diego, CA — 2013-2014

Member of Qualcomm's MDM96XX Testing team. Tasks included automating tests and giving maintenance to code, performing manual testing, debugging, providing help to developers and distribution of results.

Accomplishments:

- Merged knowledge of testing activities and created wiki for Qualcomm's MDM9515 & MDM9625 test chipsets. This created a standard for my team to track findings, changes in procedures and instructions when handling additional equipment.
- Became POC for all matters regarding MDM96XX chipset family in the internal continuous integration environment.
- Improved interaction between Root, Development & MDM Testing team.

Test Engineer, Sr., Dextra Technologies

Monterrey, NL, MX — 2012-2013

Part of the Automation team for Texas Instruments' OMAP5 testing team.

Accomplishments:

- Managed entire execution of automated tests across multiple domains.
- Reduced execution time to 66 % of original estimates.
- Implemented and maintained of remotely-triggered automation tests.
- Delivered a heuristic evaluation of remotely-triggered automation tests platform.
- Trained 4 testing teams on how to set up their environments and how to use the remotely-triggered automation platform.
- Encouraged and organized team bonding activities after release-testing periods.

Mobile Applications Developer, Concepto Móvil

Mexico City, MX — 2011-2012

Developed Android applications for different companies in Mexico. Tasks involved manipulation of webservices, creation of themes, handling of file transfers and publishing of apps in Android Market among others.

Accomplishments:

- Managed all Android versions of the company's app portfolio.
- Became the POC for the Mobile Applications Engineering team.

Software Engineer, Sasken Communication Technologies

Monterrey, NL, MX — 2009-2011

Worked in the Multimedia (Video) team for Android on Texas Instruments' OMAP Development team.

Accomplishments:

- Became an active member of the Android OpenSource Project by providing improvements verified and accepted by Texas Instruments.
- Managed to learn quickly how Android applications worked and got a deeper understanding of the interdependencies of code in different levels.
- Delivered additional reports to provide insights of video performance.
- Resolved defects reported by testing team or clients.
- Android Camera and Video teams recognized me as the POC for Mobile Application related inquiries.