

# PAULA GRATA

## EXPERIENCE & SKILLS

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## PROJECTS

### Slash Horror (current project)

#### Movie Database Website

- Engineered with JavaScript, Node.js, Express, Handlebars, and utilizing Firestore for storing movie, user login/signup, subscriber, and user feedback data
- Developed an interactive movie database offering a catalog of horror films, allowing users to browse, filter by keywords, and access information, including description, cast, director, release date, rating, streaming platform, and trailer that is scraped using Python with Selenium and APIs

### Sims-Bot

#### Discord Bot

- Developed a Sims Discord Bot utilizing Python, discord.py, BeautifulSoup, and Selenium, providing users with detailed character profiles, real-time patch updates, and comprehensive mod information
- Engineered dynamic mod aggregation and compatibility checks, enabling users to access the latest mod updates, download links, and ensure alignment with current game patches directly through the bot
- Implemented a range of interactive and practical commands, including bug tracking, patch note retrieval, and customizable status updates, enhancing user engagement and functionality

### Poodle

#### Python Game

- Developed a 2D Stardew Valley-inspired RPG, featuring farming, foraging, day-night cycles, weather effects, and a merchant shop system to buy/sell
- Programmed mechanics such as player movement including running and sluggish, tool usage, plant seeding, harvesting, and inventory management
- Other features include pause menu, save/load game, in-game clock and day of system, energy/health stats, notifications, and cheats (instant health gain/etc.)

### Pozy

#### E-Commerce Website

- Engineered with JavaScript and Node.js for efficient server-side functionality, along with MySQL for managing furniture item data and optimizing performance and scalability
- Offers engaging user interface, captivating user experience with a modern interface, intuitive cart options, and integrated social media links to stay up-to-date

## SKILLS

### Languages

Python  
Java  
JavaScript  
HTML/CSS

### Engines/Frameworks

React  
Node  
Express  
Unreal Engine

### Tools

Git  
Jira/TestRail  
Visual Studio Code  
Android Studio

### Software

Windows  
Mac  
Linux  
Android/iOS

## EDUCATION

### BS Computer Science

Lewis University — Romeoville, Illinois  
GPA: 3.9 — Dean's List 2020-2022

Graduated May 2022

## RECOGNITION

### National Society of Leadership and Success

Lewis University — Romeoville, Illinois

Spring Semester 2022

## EXPERIENCE

### Software Quality Assurance Analyst

NetherRealm Studios — Chicago, Illinois

September 2022 – May 2024 (Contract)

- Conducted automation and manual testing of video games to identify defects, inconsistencies, and areas of improvement
- Developed test scripts, test plans, and test cases to ensure quality
- Performed certification testing for various platforms, ensuring that games complied with platform-specific requirements and standards
- Collaborated closely with engineers, developers, and designers to ensure that all requirements were met and issues were resolved
- Utilized Jira and TestRail for bug tracking and test case management, generating and managing over 300 Jira tickets
- Contributed actively to daily planning and retrospective meetings, offering insights and updates on testing progress

## INVOLVEMENT

### Capstone Project

Aidan Interactive Rendering - *Rendering Tool*

Spring Semester 2022

- Collaborated with team members to develop a rendering tool using C#, C++, Visual Studio Code, and Unreal Engine
- Project goal: Showcase designs from Revit by loading in meshes from binary files
- Contributed by developing the backend functionality to process building data files and export them to the cloud for hosting

### Software Engineering Project

EZ-MSG - *Web Chat Messaging Application*

Fall Semester 2021

- Collaborated with team members to design and implement a real-time web chat messaging application (modeled after Discord)
- Utilized JavaScript and React for the frontend, and Node.js, Express, Socket.IO, and Firestore for the backend
- Implemented features such as user registration via email and password, Google Sign-In, email confirmation, password reset, emoji support, and customizable dark and light themes for a personalized user experience