Beatriz Santos

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EDUCATION

California State University-East Bay, Hayward, CA   Graduation: May 2023

Bachelor of Science: Computer Science

Tools: Git, CI/CD, Linux

Programing Languages: Python, C++

Coursework: Data Structures, Analysis Of Algorithms, Programming Language Concepts, Computer Architecture, Website Development, Operating Systems, Computer Networks, Mobile Programming

EXPERIENCE

NVIDIA, Santa Clara,CA

Software Quality Assurance Engineer - Windows on Arm(N1X chips)   April 2025 - Present
- performed comprehensive QA testing for Windows on ARM systems powered by custom N1X chipsets, focusing on hardware software and platform stability.
- Validated functionality of all system I/O ports (USB, HDMI, etc), ensuring compliance with user experience standards.
- Executed wireless connectivity testing for Wi-Fi and Bluetooth across multiple scenarios and stress conditions to ensure consistent performance and reliability.
- Led thermal testing and monitoring efforts, collaborated with hardware team to analyze heat dissipation, throttling behavior, and power profiles under sustained workloads.

NVIDIA, Santa Clara,CA

Software Quality Assurance Engineer - NVIDIA DRIVE Simulation   May 2022 - Present
Python,Git, CI/CD
- Collaborated with engineering teams to conduct manual and automated software testing for SimReady Studio in NVIDIA Omniverse
- Developed and implemented automated testing solutions to improve software testing efficiency.
- Utilized Python for creating automated tests, participated in test plan development, daily build testing, and regression monitoring. Provided feedback to developers and maintained issue tracking via JIRA and NVbugs.
- Streamlined testing processes, leading to a significant reduction in testing time and increased software reliability by 60%.

NVIDIA, Santa Clara, CA

Software Quality Assurance - Test Operator   January 2022 - May 2022
Linux
- Supported testing of autonomous vehicle software in a Linux environment.
- Executed test cases and documented software issues.
- Troubleshot execution challenges and ensured through documentation of issues.
- Improved the accuracy of issue reporting and resolution, contributing to the stability of autonomous vehicle software.

NVIDIA, Santa Clara, CA

Software Quality Assurance - DLSS   August 2021 - January 2022
- Validate software titles for Deep Learning Super Sampling(DLSS).
- Performed thorough testing and created documentation for app integration failures.
- Executed detailed testing protocols and provided comprehensive reports on captured issues.
- Enhanced the quality and performance of DLSS-enabled software applications.

PROJECTS

Flixter

Application for CodePath - Android Mobile Programming Course   2021
- Flixter is an app that allows users to browse movies from the The Movie Database API. Users can use the application to view a list of movies (title, poster image, and overview) currently playing in theaters from the Movie Database API. The details of a movie (ratings using RatingBar, popularity, and synopsis) can be seen in a separate window as well as the trailer for the movie.

Gaming PC Build

Custom Gaming PC build   2022
- successfully assembled a high-end gaming PC tailored for optimal performance for Simready Studio use
- Selected and installed components such as CPU,GPU,RAM,SSD/HDD, cooling system, power supply
- configure system settings and optimized hardware for SImReady Studio