

Alejandro L. Ramirez

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Dedicated individual who is quick to learn new skills and relentless in searching for opportunities to automate himself out of a job.

WORK

Tech Producer/Dev Tools/QA for WARTORN:

Stray Kite Studios LLC, Plano, TX. (Oct, 2024 - Nov, 2025)

- **Production:** Jira administration, scrum/meeting management, and project estimation/roadmap
 - Coordinated production lifecycle for a 30+ person studio; from game demo to 1.0 launch on Steam and EGS.
 - Created custom Jira dashboards, sheets, and rules; bringing 100+ issues to 0 showstoppers per 2-month milestone.
 - Used Google Sheet time estimation budget tool to negotiate scope and quality, leading to cutting ~15 of 120 planned units for launch.
 - Created a [PDF generation/reporting tool](#) supporting 3000+ issue summaries with JQL support (used to provide proof-of-work for Texas Film Commission grant). Created to overcome Jira's innate 1000 issue export limit.
- **Dev Tools:** Creator, owner, and maintainer of several LLM-assisted, Python-based dev tools
 - [Datatable/Curvetable import/exporter](#) to/from Google Sheets with Google Cloud API to allow designers to use Google Sheets as their singular source of truth to update 100+ data files.
 - Output changelog of differences in CSV for easy human-readable review (or tracking updates and patch note generation).
 - [Patch note generator](#) which scrapes Perforce CL messages and Jira issue IDs to dynamically report status of developer-marked patchnote-facing changes with statuses on fix failed or undone CLs.
 - [Localization management tool](#) using Google Sheet/.po file integration scripts allowing for mass visualization, editing, and verification of locstrings (~400 missing entries found in initial Chinese translation pass).
- **QA:** Ran QA playbooks (e.g., BVTs), validated regressions, and proctored internal playtests

iOS Automation Software Engineer:

Apple Inc., Cupertino, CA. (Mar, 2015 - Jun, 2022)

- Owner of Apple's internal automated restore tool supporting iOS, AppleTV, iPad, AppleWatch, and more—with >10K daily runs in our internal lab, while supporting internal customers as an SRE (Splunk + PagerDuty).
 - Created robust pypi release and rollback process for restore package updates to allow automatic adoption and customer-managed version control.
- Project lead for the following: effort to rebuild dyld shared caches during CI testing, adoption of a new Amazon S3-backed image hosting service for restores, internal process improvements for bug issue screening and resolution in device restore process.
- Wrote and maintained UI automation tests for first party Apple apps across iOS, iPadOS, and Apple TV platforms.
- Created Python reports which used Apple's internal bug tracking system API to report on year-over-year efficacy of our internal continuous integration system (showed ~\$2.2m savings per caught DOA for org).
- Served as cross-functional UI automation point of contact for tentpole features: LivePhoto and iCloud Photo Sharing.

EDUCATION

Southern Methodist University:

Dallas, TX. (Aug, 2022 - May, 2024)

- Masters of Interactive Technology, Video Game Production
- Game Projects: Asurya's Embers and SeaFeud, 3D Unreal Engine games available on Steam/Epic

LeTourneau University:

Longview, TX. (Aug, 2011 - Dec, 2014)

- B.S. in Computer Science, Game Development and Network Security
- Presidential Scholarship recipient, Student Senator, and ACM Local Chapter Secretary

SKILLS

- **General:** Agile/Scrum, Test Automation, CI/CD, Time/Effort Tracking & Estimation, Release Version Control
- **Productivity Tools/Task Trackers:** Jira, Monday.com, Google Workspace, Excel Certified
- **Programming:** Python, Swift, C++, JavaScript, Bash
- **Version Control:** Git (GitHub, GitUp), Perforce

OTHER

- **App Development:** [Swapblocku](#); Claude-assisted iOS app created in ~30 days
- **Web Portfolio:** Claude-assisted showcasing work and fun games like: [Snake Game](#), Supabase-backed JS game; [Block Puzzle 3D](#), a three.js-based reinterpretation of a classic block puzzle platforming game.