

# ALEKSANDRA OPACIC

## CONTACT



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Southall, London UB2 5RF

## SKILLS

Problem solving

Attention to detail

Innovation

Versatility

## EDUCATION

English and Creative Writing

### Royal Holloway University of London

2016-2018

During my degree, I completed multiple digital modules that involved creating essays and responses to literature in digital formats.

I developed two story-based choice games in which players could make choices that altered the endings, each inspired by specific novels I had read.

I frequently sought ways to incorporate technology into my coursework by filming video essays, adding illustrations using After Effects, and creating sound effects or recordings with FL Studio.

### ISTQB

Foundation Tester  
2024

Achieving ISTQB certification as a Foundation Tester with a focus on agile concepts and various testing methods.

### Self study

I have completed a Udemy course in C# during my degree and have watched numerous tutorials on Adobe Creative Cloud programs, as well as software like Blender and Unity.

References available on request

## PROFILE

Ambitious and detail-oriented Test Analyst with 2 years of experience, eager to branch out into the creative sectors of technology. During my employment I have tested a variety of systems, including successful cloud migrations. My testing background combined with my passion for creative endeavors, makes me a valuable asset to any company. I seamlessly transition from analytical thinking in my professional work to pursuing my personal creative projects, such as developing my dream mobile game. This dual focus has honed my attention to detail, allowing me to see beyond rigid structures, recognize the order in art and the precision that unites them. Given the opportunity, the synergy between my technical skills from coding boot camps and courses, and my degree-level creative abilities, could drive success in any sector I commit to.

## WORK EXPERIENCE

### Test Analyst

Just Retirement PLC

2022-present

- Worked with various technologies such as SQL and Excel.
- Tested and prepared transitions to the cloud successfully, efficiently, and quickly; including testing database changes, VM machines, and model changes.
- Collaborated with a variety of teams, liaising with actuaries, developers, and reporting teams.
- Supported automated testing projects using Gherkin and C# as part of the team.
- Created concise and efficient test plans and adopted agile methodologies to ensure successful completion.
- Supported user acceptance testing on a monthly basis, recording and liaising results to contribute to successful releases.

### Library Assistant

2018-2022

London Borough of Ealing

- Providing excellent customer service and helping customers borrow and return books
- Advertised summer reading challenges and clubs to the public by designing posters and leaflets, ensuring they were easy to understand and informative.
- Adhered to data and library guidelines, regularly updating myself on them.
- Led code clubs and assisted the public with queries related to Microsoft Office.
- Simplified key information about news for the public.

## EDUCATIONAL EXPERIENCE

### La fosse Bootcamp

- Completed a 3-month coding bootcamp covering various programming languages and frameworks, making websites using html, css and bootstrap
- Am familiar with working within a few months like your internship and using all the time I have to make the highest quality work I can
- Following the bootcamp I was then given an Industry placement at Just so am familiar with internship/bootcamp programs that allow individuals to then progress into the industry
- Learned Python, object-oriented programming (OOP) principles, Jest testing, Django, Flask, and Docker.
- Worked individually on tasks and collaborated on multiple team projects, creating four different apps over the three months.
- Presented a large final project to 80 attendees, including alumni, staff, and stakeholders.
- Deployed and hosted apps on Netlify and utilized databases such as SQL and MongoDB.
- Successfully developed a mental health app, presenting our vision and purpose of helping others.
- Collaborated on GitHub and often took on the role of suggesting ideas and focusing on front-end design.

# ALEKSANDRA OPACIC

## PORTFOLIO SCREENSHOTS

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As I am currently abroad and my portfolio is still in progress I would like to share some screenshots and if giving the opportunity would love to show you more.



After being inspired by Bruno Simon's portfolio I wanted to create something just as unique and interactive and also relevant to my interest in cars and games.



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## PORTFOLIO SCREENSHOTS

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Here I have changed the way I represent both my skills and social links by incorporating it into a carpark where when the car parks in a space it goes to either a linked in page or has the specific skill displayed.



This is some screenshots for reference of Bruno's portfolio and mine in the making.

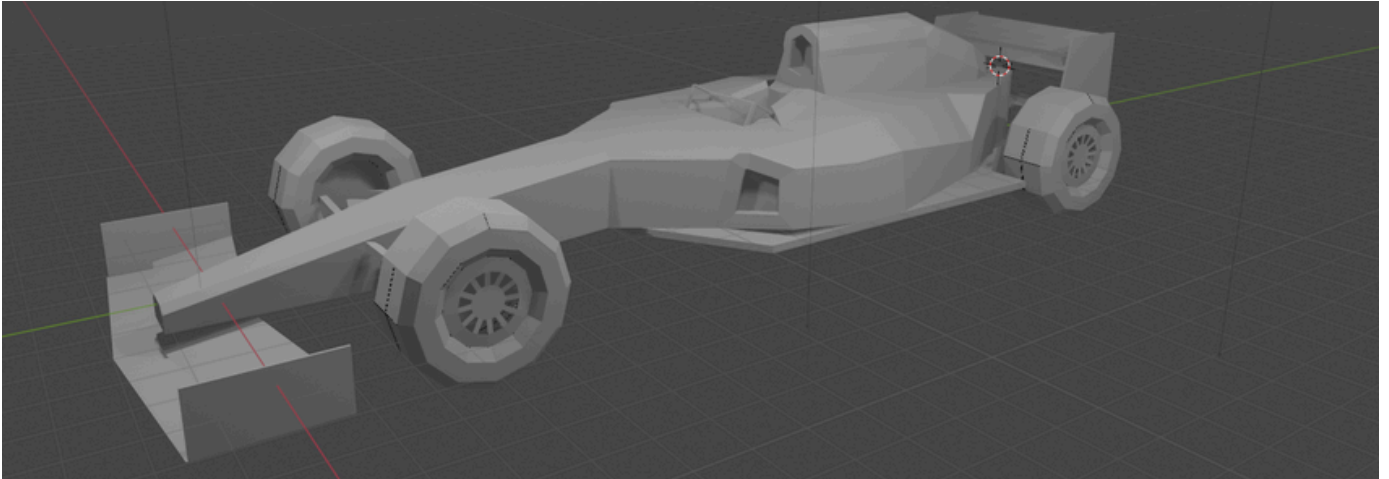


I was captivated by the portfolios uniqueness as I had never seen one like it.

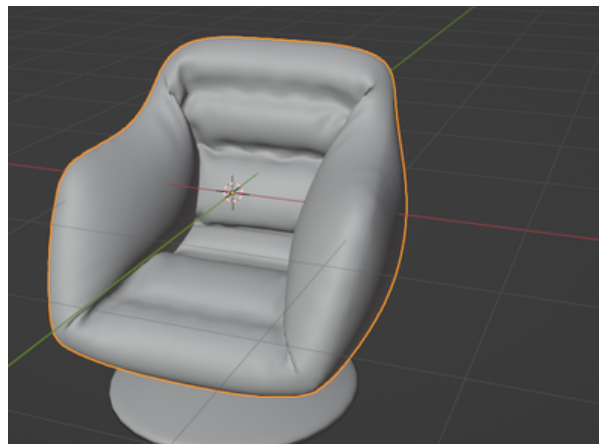
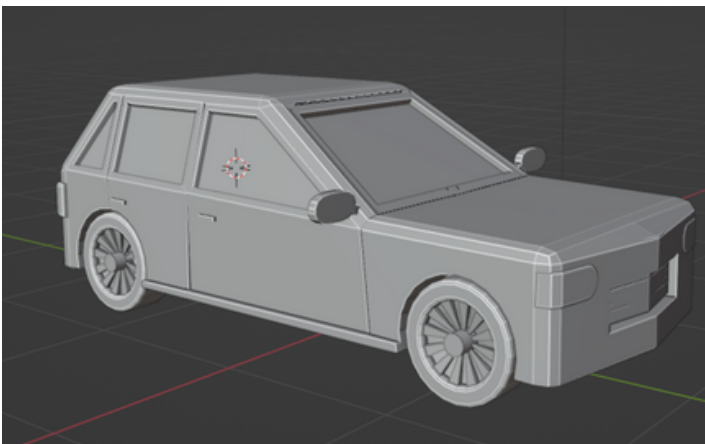
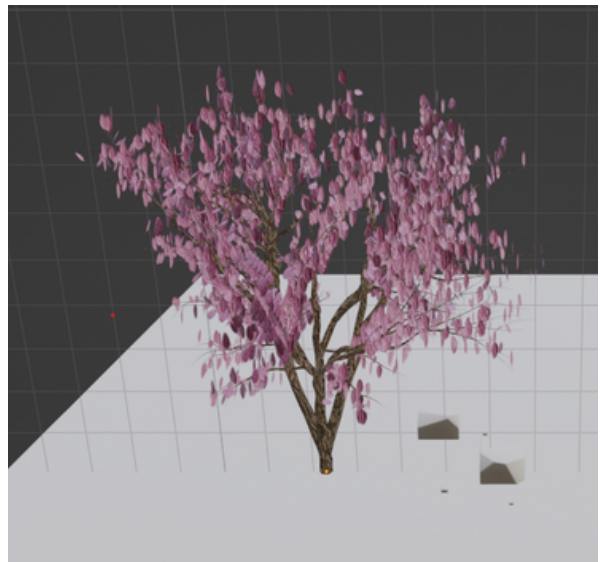
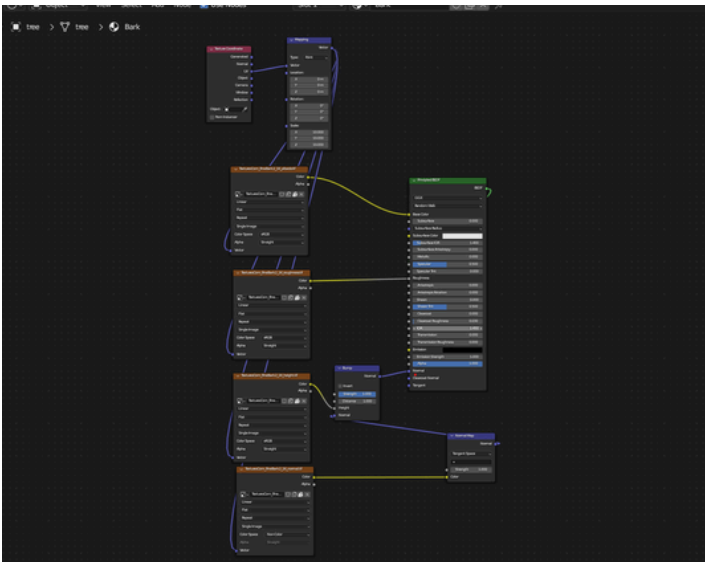
# ALEKSANDRA OPACIC

## PORTFOLIO SCREENSHOTS

Here is a collection of some of the models I have made both for my portfolio and for my mobile game. It is a representative of a small selection of creative personal projects I have done recently.



Here is a cherry blossom tree I made using tutorials and where I first learnt about nodes knowledge of which I have expanded on with subsequent works.



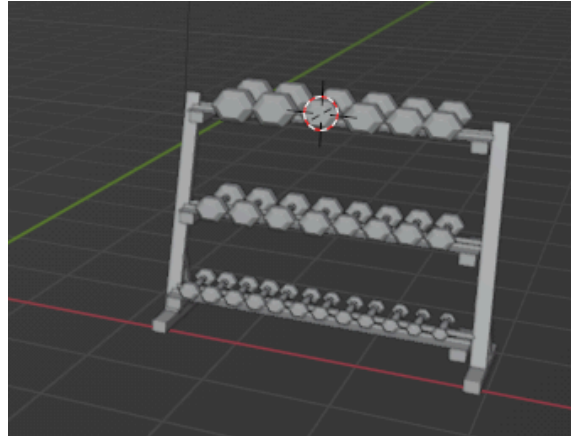
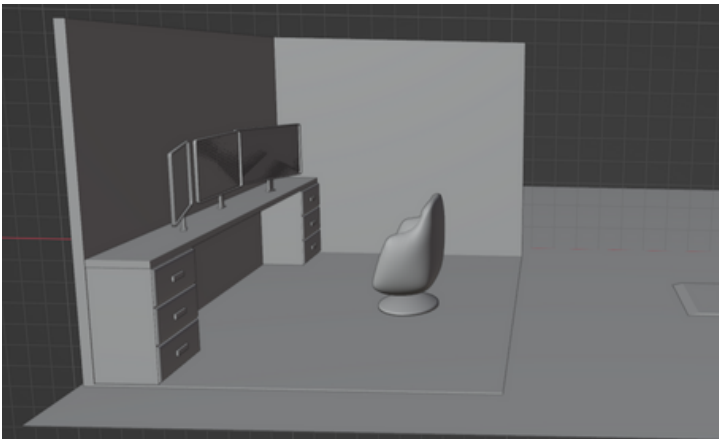
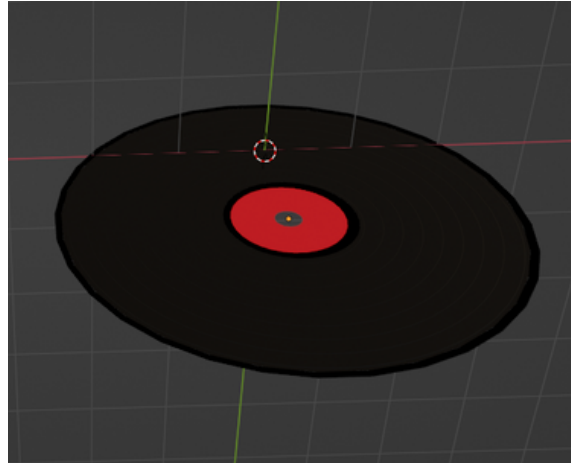
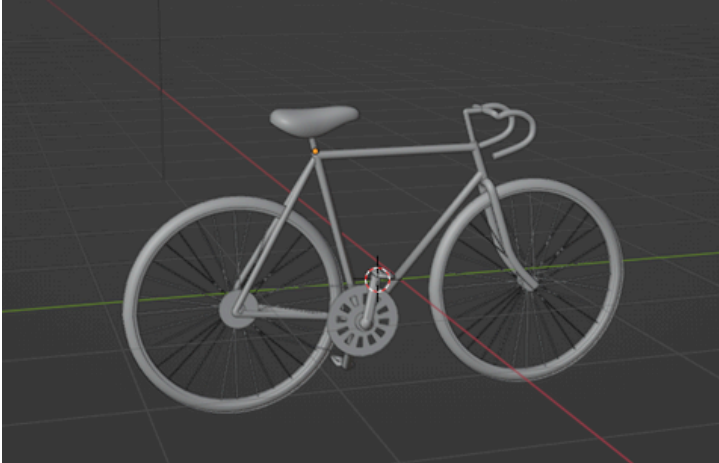


# ALEKSANDRA OPACIC

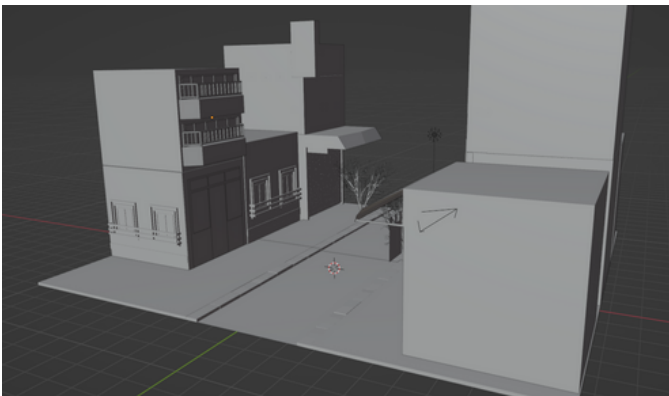
## PORTFOLIO SCREENSHOTS

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These are some more models from the portfolio I'm making.



Below are some models of streets that I am yet to incorporate into Unity as I am still working on them. These will be based on different countries architecture like Japan as I am a fan of Japanese cars and Tokyo's car culture.



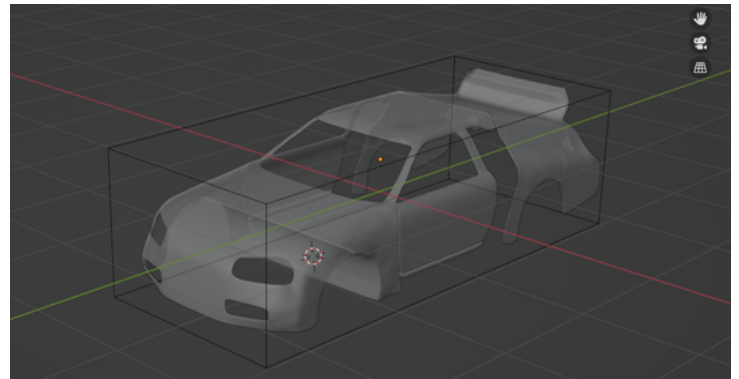
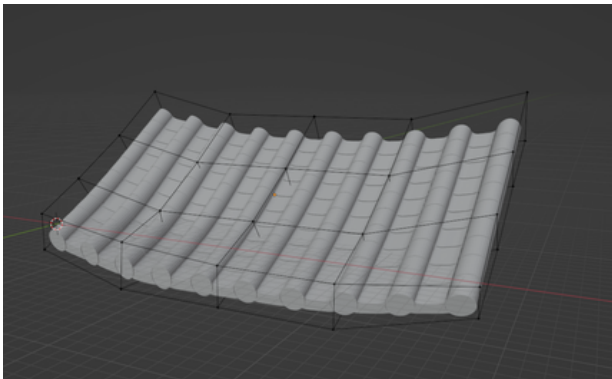
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## PORTFOLIO SCREENSHOTS

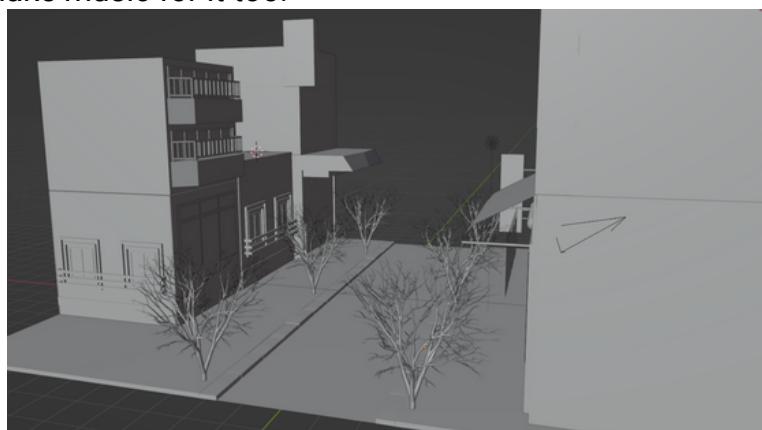
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I have used unity's template for the game and have not incorporated the models yet but have added weather particle systems, added npc zombie cars and fuel tanks instead of coins. I have added a temporary title picture to the front to test how to edit it using the games name Driving Dead. I appreciate this is showing most of the template but will be happy to share more information about it upon request.



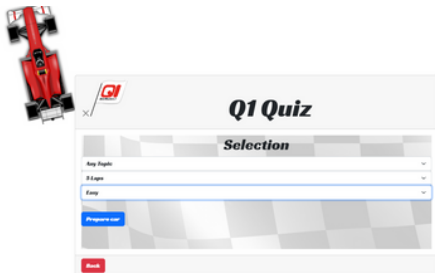
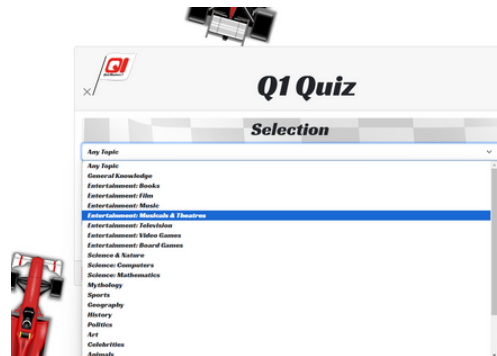
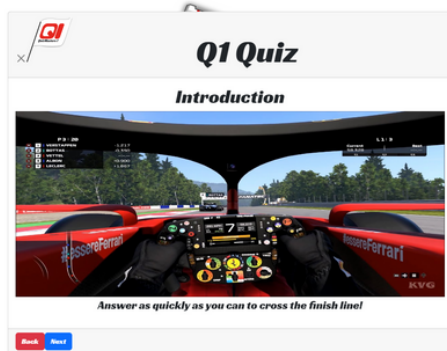
Here are some more specific models for Driving Dead such as the Japanese style roofs I will incorporate and the car that I am in the process of modeling as the main playable character. I am aiming to make everything for the game myself so that I learn as much as I can such as using fl studios to make music for it too.



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## PORTFOLIO SCREENSHOTS

Below are some screenshots of some work that followed the bootcamp I did but would be happy to show more if needed. These are from an f1 themed trivia quiz that I designed and helped code as part of a team project. The cars are animated and move along the screen. Furthermore, during the bootcamp we made many websites using html, css and bootstrap and js.



Lastly I have a selection of University works I can also show more if necessary where I worked with some of the Adobe creative cloud apps. Below is a snippet of how I used after effects to make poetry lyrical videos.

