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Farzad Shojaei

Test Engineer

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SUMMARY

Each project has been a step toward excellence, showing that with the right attitude. With a background in both the technical and teamwork aspects of software projects with More than **100 thousands active users**, Trying to Establish the Software Development Life Cycle (SDLC), Software Testing Life Cycle (STLC), and ISTQB standards with a close working relationship maintained with technical teams. Fostering a culture of open communication and mutual respect, This involved facilitating solution-oriented discussions with product visions.

SKILLS

• Cypress • JavaScript • Git • Postman • CI/CD • K6 • Jira

WORK EXPERIENCE

Test Engineer / Mofid Securities

January 2023 — Present

Tehran, Iran

*Mofid Securities is Iran's largest full-service stock brokerage firm leading private investment advisory with more than **10 million active Users**.*

- Enhanced the working flow by identifying the pain points and bottlenecks of the team through meetings with tech leads and Product Owners. leading to **40% rise** in positive feedbacks.
- Created an exclusive RTM and a Testing Checklist to increase Test coverage of various sections of the application in **Jira** based on specific needs of team. resulting to **50% reduce** in releasing android versions based on OKR Reports.
- Formed Automation Testing and API Testing Flows From Scratch using **Cypress** and **Postman Tests** Based On the Testing Checklist. leading to a **50% save** in Acceptance testing time.
- Establishing CI/CD process, in collaboration with the Infrastructure team in **Gitlab CI**, leading to the formation of versioning workflows for both application and website.

Software Tester / Panco.app

June 2022 — December 2022

Tehran, Iran

*Pance.app The First Social Networking Platform in Iran with more than **100 thousand** active users per day, Focused on playing **mobile games** and Communicating alongside each other*

- Designed over 200 test cases and scenarios considering The testing checklist for **manual testing**. resulted in finding several critical crashes in games
- Monitored Continuously the impact of the changes through metrics and feedback.

EDUCATION

Bachelor Of Computer Engineering, University of Science and Culture

September 2019 - June 2023

LANGUAGES

English:

Bilingual

French:

Intermediate