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# Farzad Shojaei

QA 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 and product 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 •Jira

## WORK EXPERIENCE

### QA 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 that **10 million active Users**.*

- Identified team pain points and bottlenecks by meeting with tech leads and Product Owners, leading to a **40% increase** in efficiency.
- Developed an RTM and Testing Checklist in Jira to enhance test coverage, resulting in a **50% reduction** in Android version releases based on OKR Reports.
- Implemented Automation and API Testing flows from scratch using **Cypress and Postman Tests** according to the Testing Checklist, saving **50%** of Acceptance testing time.
- Collaborated with the Infrastructure team to establish CI/CD processes in **Gitlab CI**, creating versioning workflows for applications and websites.

### Software Tester / Panco.app

June 2021 — 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*

- Resolved more than 80 vulnerabilities which led to enhancing system stability by 40% and reduced client-reported issues by 30% over six months
- Designed over 200 test cases and scenarios considering The testing checklist for **manual testing**. resulted in finding several critical crashes in games
- Achieved a **50% on-time** delivery rate for projects through effective collaboration and accurate testing
- 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