# FERALDY NATHANAEL

## Software QA Engineer

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## SUMMARY

Growing **SQA Engineer** with nearly 3 years of experience in software quality assurance. Graduated with a degree in Computer Science from Institut Teknologi Sepuluh Nopember Surabaya (ITS). Skilled in manual and automation testing (Playwright - Typescript & Python). Proven ability to design and execute test cases, identify and report bugs, and developing automation test. With additional background experience in UI/UX design, project management, front-end development and game development.

## WORK EXPERIENCE

### RiddleStory – Netherlands – Remote

#### Test Engineer | Jan 2024 -  Now (1 year 5 months)

- Established and implemented QA processes, including test strategies, workflows, and bug reporting systems
- Created and maintained 796+ test cases using Qase.io with 90% coverage
- Identified, documented, and reported bugs in ClickUp. Performed bug verification to confirm fixes.
- Performed acceptance, smoke, exploratory, and regression testing, both manually and through automation
- Developed and maintained 441+ automated end-to-end (E2E) tests for web and mobile applications using Playwright, TypeScript, and Node.js, leading to a 50% reduction in regression testing time
- Performed API testing using Postman and test script
- Contributed to the improvement of the testing process by adding necessary IDs and test IDs in the front-end and back-end codebase

#### Project Manager | May 2024 -  Now (1 year 1 month)

- Created and maintained 45+ detailed Product Requirements Documents (PRDs)
- Facilitated clear communication and understanding between developers and the product team
- Provided constructive feedback to design (UI/UX) and product teams regarding features, contributing to product improvement and user experience.
- Estimate priorities for user stories and determine project deadlines and timelines using Gantt charts
- Assist the CTO and developers in creating technical documentation based on PRDs, bridging the gap between product vision and technical implementation.

## NiceDay Nederland – Netherlands – Hybrid

### QA Automation Team | Dec 2022 - Dec 2023 (1 year 1 month)

- Developed 200+ new test scripts across Android, iOS, and web platforms using Appium, Pytest, Xcode, Android Studio, Playwright, and Selenium. Maintained and updated 700+ existing automation test scripts, ensuring compatibility with the latest releases.
- Performed automated daily, smoke, regression testing, that integrated with Qase.io for test run management and reporting.
- Conducted automated testing across Android, iOS, and web browsers (Chrome, Firefox, Safari) with various OS versions.
- Managed the automation CI/CD pipeline using Jenkins, ensuring test runs were scheduled and executed completely and efficiently
- Identified, documented, and reported bugs in GitHub.

### QA Manual Team | Sep 2022 - Nov 2022 (3 months)

- Created 200+ test cases and maintained a repository of 2000+ test cases using Qase.io
- Performed manual daily, acceptance, smoke, exploratory, and regression testing
- Conducted testing across Android, iOS, and web browsers (Chrome, Firefox, Safari) with various OS versions.
- Identified, documented, and reported bugs in GitHub.
- Actively participated in team discussions to create test plans, prioritize testing efforts based on release notes, and effectively communicate testing results and progress to developers and stakeholders

## Agate International – Indonesia – Remote

### Game Tester Intern | Aug 2021-Jan 2022 (6 months)

- Performed QA for various gamification projects for clients like BCA, Accenture, Kratingdaeng, and Honda. Served as the QA PIC for the BCA and Accenture projects.
- Created and maintained 500+ test cases across multiple projects using Qase.io and MS Excel.
- Identified, documented, and reported bugs in ClickUp. Performed bug verification to confirm fixes.
- Performed compatibility testing across browsers and devices using Google DevTools, BrowserStack, and SauceLabs
- Conducted API testing using Swagger

## SKILLS

- Testing Framework: **Playwright, Selenium, Appium, Pytest**
- Test Management Tools: **Qase.Io, Excel**
- Programming Languages: **Typescript**, Python,
- CI/CD Tools: **Jenkin, Github Action**
- API Testing: **Postman, Swagger, Scripting**
- Bug Tracking: **Github, Clickup, Notion**
- Project Management: **Agile**
- Other: **UI/UX Design, Front-End, Game Dev**

## EDUCATION

### INSTITUT TEKNOLOGI SEPULUH NOPEMBER SURABAYA (ITS)

Computer Science | 2018 - 2022

GPA 3.64
**Thesis** : User Interface and User Experience Development for Listen Application as A Means of Realizing Inclusive Education for The Deaf