

# Luis Galotti Muñoz (Gino)

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**Computer Science,**  
Universidad de Alcalá de  
Henares

## About me

I am a shapeshifter and I love adapting myself to the current team's needs. I've spent most of my career as an SDET. The tasks where I excel are: evangelising for (testing) best practices; understanding the current process and the relationship between my colleagues and testing; and working on tools to empower the team and reduce the risk of our releases. I believe in Quality Assistance over Quality Assurance.

## Experience

### Quality Assistance (SDET) in *GAN Integrity* 8/2018 – Present

Kickstart and define the development processes and where to focus for a quality-first approach.

- Start building the testing frameworks (NodeJS) and automated End to End testing.
- Join the effort building a healthy development process: Testing guidelines, Tooling, Examples, Pairing and Reviewing

### Quality Assistance (SDET) in *Unity Technologies* 6/2016 – 8/2018

Part of the Core team, where we set the goal of being the living example for best practices.

- Creating tools to improve the development cycle
- Building testing guidelines
- Increase coverage working in our testing automation (C++/C#)

Most of our developers come from the Game industry, so a big part of my job was evangelising for early testing and automation to enable our rapid development cycle. That involved: internal workshops, a lot of pairing (my favourite), setting examples and tweaking our frameworks to reduce friction.

### Quality Assistance (Software Developer in Test) in *Import.io* 9/2015 – 6/2016

Following the Quality Assistance manifesto. Supporting every team to deliver high-quality software, particularly changing and evolving our QA process. Learning loads of things every day... it is the startup magic!

Several technologies involved: Selenium (Python) with Testingbot, JS Selenium with CasperJS & PhantomJS, API testing Python (Behave) and Java (Cucumber), load and stress testing with Jmeter and Vegeta, reporting and testing infrastructure (using Git, Jenkins, CircleCI, Docker), and promoting better testing practices among my fellow team.

### Software Engineer in Test in *Riplife Gaming Technologies (Bodog)* 9/2014 – 9/2015

Working in the Platform team testing REST APIs with Java, TestNG, and JBehave. Also helping frontend testing web applications with Java, Selenium, and JBehave. Using a performance-driven testing strategy, as all our developments should be ready for the betting madness that Super bowl is.

### QA Engineer & Developer in *TechOnRails – Siemens* 4/2014 – 09/2014

White-box testing C/C++ code using VectorCast and Understand. Writing the Unit, Coverage and Integration tests of the application. Python scripting tools checking coding standard, generating reports

#### Java dev & QA Engineer in *Indra*

9/2013 – 5/2014

Java developer of a multithreaded OCR desktop app.

#### Java dev in *Fasant* 5/2012 – 6/2013

Java and web developer. Making an analysis about the system's usability.

# Education

Universidad Alcalá de Henares- Computer Science (Master Degree)

9/2009 - 5/2013

ISTQB Foundation level

4/2015

## Technical skill summary

Java	Advanced	Automation Testing (Selenium, TestNG, JBehave, SoapUI)	Advanced
C/C++	Advanced	LoadTesting (JMeter, Webload, Vegeta)	Intermediate
Scripting languages (Python, Perl, JavaScript)	Intermediate	Exploratory testing	Intermediate
PostgreSQL, Oracle	Intermediate	Test documentation / Bug Management (Jira, Bamboo, etc)	Intermediate
Unity3D (C#)	Advance	Distributed and Parallel programming (CUDA)	Intermediate

Some experience with the languages: Scala, Prolog, R, XML, HTML, CSS3

Methodologies: SCRUM, BDD (Gherkin), TDD, Uncle Bob's Clean Code, REST services

Experience with frameworks and tools: libGDX, SDL2, NetBeans, Eclipse, IntelliJ, Visual Studio (2010, 2013), Understand, Vector Cast, Spring data, Junit, TestNG, Selenium, Appium, FitNesse, Docker, CasperJS

## Code Samples

This is my Github account: <https://github.com/GinoGalotti>. Here you can find examples of Testing frameworks I've built (f.i. A Selenium framework using Python), code katas (various languages and disciplines), tools tutorial and example projects (Selenium, Spring data, etc.), Unity games (C#), games using frameworks like LibGDX (Java) or SDL2 (C++). If you need further examples, just ask!

## Language skills

English	Full professional proficiency
Spanish	Native
Italian	Limited working proficiency

## Trivia

I love TED talks. If you have a favourite one... please share it with me!

I listen to podcast while walking. And I walk everywhere.

I can talk to you about many different subjects. I enjoy lurking online learning everything.

I enjoy doing MOOCs, and not only techy ones. You can ask for a list.

I have a TODO, TOTRY, TOREAD and TOLEARN list which changes monthly.

I love competing in any kind of sport, even if I'm the worst player on it.

I am an Idea machine technique practitioner.

I do improv. And, sadly, I have issues switching off my improv brain off stage.