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My main objective is to build an international career as a Software QA Engineer, applying my communication, leadership and technical skills to improve quality culture through agile teams.

Languages

- Portuguese – Native
- English – Proficient
- Spanish – Intermediate
- French – Beginner

Education

2022 – 2024

Master in Computer Science – Universidade Federal de São Carlos (UFSCar), Brazil

Human-Centred Computing Track: Accessibility Guidelines for the Design of Inclusive Games for People with Autism Spectrum Disorder (ASD).

2013 – 2014

Computer Systems Engineering – The University of Manchester (UoM), UK

Exchange Program with the Science Without Borders' Scholarship. Final Project: "Fundamental Computational Models".

2011 – 2020

Bachelor's in Computer Engineering – Universidade Federal de São Carlos (UFSCar), Brazil

Final Project Thesis: "Development of an Educational Game Considering Aspects for the Inclusion of People with Visual Impairments".

Professional Experience

2023 – PRESENT

Quality Assurance Engineer – Wex Inc., USA

About Wex: A 7000 employee north American financial software company that provides solution for business payments, fuel cards and fleet management and employee benefits.

About the project: Siebel is a fleet, vehicle, card and driver management system from Wex, so it controls contact information, performs financial operations such as payments and reimbursements, mapping and reservations.

About my role: Web mid-level quality engineer and tester for Wex Siebel software, with an multicultural team, Test Case design using qTest, writing automation scripts to test UI using Java on IntelliJ (Selenium), testing Kafka topics using Kafka Magic on Docker (built on Windows Subsystem Linux), testing Rest API using Postman and SOAP API using SoapUI, testing Oracle and Postgre SQL using DBeaver, Git for project and automation version control, Datadog to check logs, Jira for project management, Confluence and Google Docs for documentation, Scrum as the Agile Methodology.

2022 – 2022

Quality Assurance Engineer – CI&T, Brazil

About CI&T: A 5000 employee Brazilian software factory company that provides technological solution for all types of business and clients.

About the project: PublicAPI was the microservice responsible for controlling the automated mining machines from Modular, from trucks to shovels, automatically calculating and managing schedules, shifts, operators, sensors, planting explosives, controlling, collecting and discharging materials in the mining area without human intervention.

About my role: Software desktop app mid-level quality engineer and tester for Centaurus+ Growth Unit (USA / Canada, client: Modular Mining / Komatsu Technology Company), Test Plan using mental maps and Azure Test Plans, writing natural language and Gherkin / Behaviour-Driven Development (BDD) structured test cases, planning and executing manual and automated security, performance, acceptance, regression, sanity and smoke tests, basic experience on writing automation for API endpoints and WebSocket events using Screenplay framework and SpecFlow on Microsoft Visual Studio, in C# / .NET, Root-Cause Analysis (RCA) sessions, test and team process improvement meetings to share good practices and spread quality culture onto the team, working with Docker containers and KSQL (Kafka Stream Tables), built on Windows Subsystem for Linux, manual and automated tests with RESTful API (Postman), Microsoft SQL Server, WebSocket / HTTP Server-Sent Events (SSE), Grafana for performance tests, Postman for security tests, RabbitMQ for messaging tests, Azure DevOps for project management (CI/CD Pipelines, Azure Repos), Git for project and automation version control, Confluence and Azure Wiki for documentation for metrics analysis and reports / documentation, Scrum as the Agile Methodology.

2021 – 2022

Junior Quality Assurance Analyst – Monitora Soluções Tecnológicas, Brazil

About Monitora: a 300 employee Brazilian software factory company that provides technological solution for all types of business and clients, just acquired by Marlabs company, from Germany.

About the project: Invoices was the microservice we were responsible to develop, retrieving and publishing financial information to the legacy system called GlobalView. Invoices controlled payments, cancellation and reimbursements of deluxe corporate flights from XO Jet flight company.

About my role: Software web junior quality analyst and tester for VistaJet client (Malta) and mobile iOS quality analyst and tester for Argo Solutions (Brazil), functional manual tests, Confluence for documentation, planning, covering and executing acceptance and regression manual tests, using natural language (Portuguese or English), or using Behaviour-Driven Development / Gherkin, quality assurance in development teams for financial microservice applications, Jira with Zephyr for project and test cases management, Confluence for documentation, basics running build and deploy jobs in Jenkins and Bamboo, MySQL, Oracle SQL and PostgreSQL for database testing, Postman for REST API tests, Git for project version control, Kibana for checking logs, experience accessing and controlling containers in Kubernetes, experience in automation (TestCafé, using Javascript), Scrum as the Agile Methodology.

2020 – 2021

Intern/Trainee Quality Assurance Auditor – Monitora Soluções Tecnológicas, Brazil

Trainee in Quality Assurance and Auditory for development teams, supporting their quality activities and aligning amongst teams developing for the same customer (Vista Jet, from Malta), desktop software tester performing functional manual tests, researched and offering training in Quality for teams regarding test types, methodologies, technologies and approaches, Internship in Quality Auditory and Consultancy for development teams, Jira with Zephyr for project and test cases management, Confluence for documentation, basics running build and deploy jobs in Jenkins and Bamboo, Oracle SQL for database testing, Bizagi Modeler for BPMN business and software architecture modelling, Kibana for checking logs, experience accessing and controlling containers in Kubernetes, Scrum as the Agile Methodology.

2019 – 2019

Private English Teacher, Brazil

Vocabulary, Grammar and Conversation classes in American and British English for non-native students.

2018 – 2019

Entertainment Cast Member – The Walt Disney World, USA

Character Attendant, at The Walt Disney World, based on Disney's Animal Kingdom, daily practice of the Five Keys: Safety, Courtesy, Show, Efficiency and Inclusion, Guest Service Training, Parade Audience Control Training, improving a lot of my communication, organisation, English as a Second Language, storytelling, problem-solving, strategies for quality-driven results and logics skills.

2012 – 2019

Game Developer – Laboratory of Learning Objects (LOA, UFSCar), Brazil

About LOA: An academic laboratory from the Federal University of São Carlos, Brazil, that researches and develops digital educational games inclusive for people with impairments.

About my role: College internship as a Game Animator and Programmer at LOA, studying and developing game design, art, animation, code and quality tests for accessible educational games for people with visual or cognitive impairments, research in inclusion and accessibility, in Human-Centred Computing and education.

Skills

- Agile Development
- Jira
- Confluence
- Azure DevOps
- Azure Wiki
- Git / Github / Git Bash
- C / C# / .NET
- Java
- HTML / Javascript
- CI / CD Pipeline
- MacOS, iOS, Windows, Linux
- Manual / Automated testing
- Windows, iOS and web testing
- MySQL / Oracle SQL / PostgreSQL / Microsoft SQL / NoSQL
- REST API with Postman / SOAP API with SoapUI
- Test Plan / Test Cases / Bug reports / Quality metrics
- Acceptance / Component / Integration / System testing
- Regression / Sanity / Smoke testing
- Performance / Security testing
- Docker / Kafka / Windows Subsystem for Linux
- Root-Cause Analysis / Process Improvement Meetings
- Experience with accessibility tests (WCAG 2.0, 2.1 and 2.2)