Ian Scott Ortiz-Gross

Software QA Engineer • Frontend Engineer • Content Creator
Merrick, NY | IanScottBizz@gmail.com | https://github.com/IanScottDev | Twitch.tv/TheRetroRunner | YouTube.com/TheRetroRunner

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SUMMARY

Detail-oriented Software QA Engineer and frontend developer with 6+ years of experience testing, building, and validating interactive, real-time applications. Proven ability to identify edge cases, reproduce bugs, and ensure high-quality user experiences under live production conditions. Background as a full-time Twitch streamer and world-record speedrunner brings exceptional attention to detail, performance awareness, and composure in high-visibility environments.

CORE SKILLS

QA & Testing: Manual Testing, Test Case Design, Bug Reproduction, Regression Testing, Exploratory Testing

Frontend Development: HTML, CSS, JavaScript, Python
Automation & Tooling: Custom Scripts, Workflow Automation, Debugging
Streaming & Real-Time Systems: Twitch APIs, Custom Widgets, Overlays, OBS Tooling
Other: Performance Analysis, UX/UI Evaluation, Documentation, Clear Bug Reporting

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PROFESSIONAL EXPERIENCE

Full-Time Twitch Streamer & Content Creator | Self-Employed

2019 – Present

- Operated and grew a Twitch channel to **\~9,000 followers** with an **average concurrent viewership of \~85**, requiring consistent platform stability and quality.
- Tested and maintained live production systems used during daily broadcasts, identifying and resolving bugs in real time.
- Designed and programmed custom Twitch widgets and frontend tools, validating functionality across browsers and edge cases.
- Performed manual QA on overlays, alerts, and interactive features before live deployment.
- Diagnosed performance issues, UI bugs, and integration failures under live conditions.
- Documented issues, tracked fixes, and iterated rapidly to improve reliability and user experience.

Frontend Software Engineer / QA-Focused Developer | Freelance & Independent Projects

2019 – Present

- Built and tested responsive web interfaces using HTML, CSS, and JavaScript.
- Wrote Python scripts to validate data handling, automate checks, and support QA workflows.
- Conducted exploratory testing and regression testing on frontend features.
- Verified UI/UX behavior against expected requirements and edge cases.
- Collaborated between design and development to ensure production-ready, defect-free releases.

SELECTED ACHIEVEMENTS

- **World Record Speedrunner – Ninja Gaiden (NES):** Demonstrates extreme attention to detail, consistency, and mastery of complex systems.
- **Games Done Quick Featured Runner (4x):** Trusted to perform live software-driven gameplay on a global broadcast, requiring flawless execution and stability.
- Known for rapid issue detection, adaptation, and clear communication under pressure.

PROJECT HIGHLIGHTS

- **Custom Twitch Widget Suite:** Designed, tested, and deployed interactive widgets integrating live chat, alerts, and real-time data.
- **Live Production QA Pipeline:** Pre-stream testing checklists and validation processes to minimize runtime failures.
- **Frontend Tools & Scripts:** Lightweight utilities for validation, automation, and debugging.

EDUCATION

Brooklyn Technical High School: 1998 - 2002

Five Towns College: 2002 - 2006
Currently enrolled in Frontend Simplified bootcamp

ADDITIONAL

- Strong on-camera communication and presentation skills.
- Comfortable working independently or cross-functionally.
- Passion for performance, optimization, and creative problem-solving.

Portfolio, code samples, and live projects available upon request.