

Motivated and detail-oriented aspiring Quality Engineer and Data Analyst with hands-on experience in industrial electronics, embedded systems, and test automation. Skilled in Python, C++, and microcontroller-based development, with a strong foundation in quality assurance methodologies and data-driven decision-making.

I bring a methodical and analytical mindset to every challenge, backed by real-world experience leading projects that combine hardware innovation with sustainable technology. From award-winning science fair inventions to IoT-driven environmental systems and collaborative QA bootcamps, I've developed a passion for building reliable, testable, and impactful

I'm eager to contribute to a team where I can apply my skills in software quality, test automation, and process improvement — while continuing to grow technically and professionally in dynamic, problem-solving environments.



HEAD OF DEVELOPMENT - SMART BEEHIVE SYSTEM

2023-12 - 2024-02

T'POLLEKE BEEKEEPING (FAMILY COLLABORATION - NETHERLANDS)

- · Designed and built a smart, self-regulating beehive during a visit to the Netherlands to assist a family-owned beekeeping business. Aimed to optimize winter hive temperature to reduce bee energy expenditure on survival and increase honey production in spring.
- Used an ESP32 microcontroller to collect and transmit sensor data, and to regulate heat output via an internal heating pad.
- · Installed four thermostats (one per corner) for distributed thermal readings and a humidity sensor to monitor hive climate conditions.

Troubleshot a non-functional humidity sensor with a multimeter: discovered a soldering defect and replaced the unit.

- Collaborated with a senior programmer to evaluate and debate heating control strategies:
 - Considered a simple on/off threshold approach vs. dynamic voltage-based regulation. o Ultimately implemented a voltage-controlled system for smoother, more efficient thermal regulation.
- Diagnosed multiple hardware issues:
 - o Identified a batch of defective ESP32s; escalated to supplier and secured replacements.
- · Resolved Wi-Fi connectivity issues by deploying signal repeaters for real-time remote monitoring.
- Created a live web dashboard to monitor temperature and humidity metrics.
- Post-deployment (6-month impact)
 - Significant increase in bee population.
 - o Doubling of honey production in the following spring.

CO-CAPTAIN & ROBOTICS PROGRAMMER

2022-08 - 2023-02

LEGO ROBOTICS COMPETITION – INTERNATIONAL STEM CHALLENGE

- · Programmed an autonomous robot to clear obstacle courses using iterative testing and real-time debugging.
- Designed a clean-energy project with smart environmental features.
- · Promoted team collaboration, problem-solving, and value-based leadership under competition pressure.
- Balanced performance, reliability, and strategy execution during technical implementation.

EVENT STAFF & SUPPORT (VOLUNTEER)

2023 - 2024

LEGO ROBOTICS COMPETITION – INTERNATIONAL STEM CHALLENGE

- Supported overall event logistics by supervising matches, coordinating evaluation processes, and ensuring smooth competition flow.
- Assisted with additional on-site responsibilities including distributing water, reorganizing chairs, and preparing the event space—contributing to a professional and efficient
- · Demonstrated strong accountability, professionalism, and a high level of organizational awareness throughout the event lifecycle.
- Cultivated a QA mindset by identifying operational gaps, proactively supporting teams, and maintaining a standard of excellence in all assigned and unofficial tasks.

OA TRAINEE 2024

MENTORMATE QA BOOTCAMP

- Completed a full-time QA Bootcamp with a focus on automation tools and Agile methodology.
- Hands-on with:
 - o Postman (API Testing)
 - o Selenium (UI Automation)
 - o JIRA (Agile workflows & bug tracking)
- · Learned test case creation, defect reporting, and QA strategy. · Presented on White Box vs. Black Box testing.
- Participated in mock interviews and English-language documentation.
- · Automated the end-to-end testing of a Pet Adoption web app.



INDUSTRIAL ELECTRONICS TECHNICIAN

2022 - 2024

PARAGUAYAN INSTITUTE OF TELECOMMUNICATIONS (IPT)

- Completed a rigorous technical program under the Faculty of Engineering's School of Science and Technology (FIUNA IPT).
- · Gained strong theoretical and hands-on knowledge in:
- Core Electronics Analog Electronics, Digital Electronics, Power Electronics
- · Programming & Automation C/C++ Programming, Arduino & ESP32, PLCs, Microcontrollers
- Electrical Systems Electrical Installations, Circuit Analysis, Safety Standards · Instrumentation & Control - Sensors, Measurement Systems, PID Control
- · Communications & Networking Wi-Fi, IoT Fundamentals, Telecom Basics
- Support Skills Technical Drawing, Technical English, Project Management Designed and built an automated grill using Arduino and temperature sensors; won 1st place in the IPT Science Fair 2023.
- Collaborated on group-based technical presentations simulating real-world engineering environments.

· Frequently used multimeters, oscilloscopes, and soldering stations during labs and final projects.

HIGH SCHOOL DIPLOMA 2018 - 2021

CENTRO EDUCATIVO SAGRADO CORAZÓN DE JESÚS

- · Specialized in science and technology with emphasis on mathematics, physics, and logical reasoning Participated in academic competitions and activities including computer science, debate, and student council.
- Developed early passion for automation and electronics through science fair projects.

PRIMARY EDUCATION 2013 - 2017

CENTRO EDUCATIVO SANTA CAROLINA

- · Completed foundational studies with focus on literacy, math, and values-based learning.
- · Engaged in school-wide cultural and science activities, setting the foundation for future STEM pursuits.



INTRODUCTION TO QA & QA AUTOMATION

2024

Ivan Weiss Bootcamp

Completed a comprehensive, self-paced program designed to transition learners from foundational QA concepts to advanced automation techniques. The curriculum encompassed:

- Quality Assurance Fundamentals: Understanding QA principles, software development life cycle (SDLC), and various testing methodologies. Python Programming: Gained proficiency in Python, focusing on its application in test automation scenarios.
- Automated Testing Tools: Hands-on experience with tools like Selenium for browser automation and RESTful API testing.
- Test Case Design & Bug Tracking: Developed skills in creating effective test cases and managing defects using industry-standard practices.
- Version Control with Git: Collaborated on projects using Git for version control and code management. Repository: https://github.com/lvanWeissVanDerPol/Introduction-to-QA-and-QA-Automation-Beginner-to-Expert

DATA SCIENCE WITH PYTHON 2024 Penguin Academy

Engaged in a 5-week intensive course focusing on Python's role in data science. Key learnings included:

Data Cleaning & Transformation: Utilized libraries like Pandas and NumPy to preprocess and clean datasets.

- . Data Analysis & Visualization: Applied statistical methods and created visualizations using Matplotlib to derive insights from data. Real-World Applications: Worked on projects involving real-world datasets to solidify understanding of data science concepts.
- Problem-Solving Skills: Enhanced analytical thinking and problem-solving abilities pertinent to QA data validation and automation tasks.

ISTQB CERTIFIED TESTER - FOUNDATION LEVEL (PLANNED)

2025

International Software Testing Qualifications Board (ISTQB)

Preparing for the ISTQB Certified Tester Foundation Level (CTFL) v4.0 certification, aiming to solidify foundational knowledge in software testing. Areas of focus include:

- · Testing Fundamentals: Understanding the principles and processes of software testing. . Test Design Techniques: Learning various test design techniques to create effective test cases.
- · Test Management: Gaining insights into managing test activities and resources efficiently.
- . Tool Support for Testing: Exploring tools that support testing activities, enhancing efficiency and effectiveness. Certification goal set for 2025 to formalize QA knowledge and enhance professional credibility.



A selection of personal and science fair projects demonstrating technical skills in automation, embedded systems, web development, and real-world problem solving.

SELF-WATERING SYSTEM FOR PLANTS 2022

- · Designed and built a low-cost automated irrigation system using analog soil moisture detection via electrode probes.
- . Controlled a water pump through a relay based on moisture sensor input; system activated watering when soil dried beyond threshold.
- . Applied early QA analysis post-build to identify a key limitation—risk of overwatering—and proposed integration of additional environmental sensors (humidity, light, temperature) for smarter decision-making
- Gained foundational experience in circuit design, sensor logic, and iterative hardware improvement.

AUTOMATED GRILL 2023

- Developed a fully automated gas-powered grill using an Arduino Mega, matrix keypad, LCD interface, and AC motor. · Enabled user control over cook time, grill rotation frequency, and target temperature through a customizable input interface.
- . Integrated an electrovalve and spark ignition system to automate flame control, with safety logic for shutoff upon timer expiration.
- Resolved hardware challenges during development, including torque inadequacy (solved with a higher-power AC motor) and electrical interference from the 220V ignition system (resolved via circuit isolation)
- Conducted QA testing to ensure reliability of timer logic, motor rotation control, and flame ignition safety under varied load conditions. · Awarded 1st place at a regional science fair for engineering innovation and automation reliability.

MEDICAL TRACKER (REMOTE HEALTH MONITOR) 2024

- . Created a remote healthcare monitoring system for elderly patients using a wearable ESP32-based bracelet and a Raspberry Pi-powered web server housed in a 3D-Sensors on the wearable tracked vital signs: heart rate, blood oxygen (SpO₂), and body temperature; data was transmitted in real time via JSON over Wi-Fi.
- . Raspberry Pi served both as a local monitor (via onboard display) and as a host for a live web dashboard accessible by doctors and caregivers. . Built a lightweight UI using HTML, Tailwind CSS, and SQL backend; rapidly self-learned necessary web technologies to complete project goals.
- . Designed system to assist non-specialist caregivers and reduce workload in understaffed senior care homes, inspired by pandemic-related challenges. Applied QA techniques including simulated sensor data testing, connectivity fault simulation, and user feedback testing for non-technical accessibility.

Kyrian Weiss van der Pol

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Dutch and Paraguayan

America/Asuncion Timezone

Data Analysis & Visualization

Pandas NumPy **Data Cleaning** Matplotlib **Exploratory Data Analysis** Insight Generation

Agile & Collaboration Tools

JIRA (Workflow) Git (Version Control) Mock Interviews

English Proficiency QA Documentation

Resume PDF **LANGUAGES** Spanish (Native) English (Fluent) Dutch (Fluent) **Skills & Proficiency Programming** Python (Automation & Data) C++ (Embedded Systems) ESP32 Firmware Arduino IDE **QA & Test Automation** Manual Testing Test Case Design Postman (API Testing) Selenium (UI Automation) **QA Fundamentals Bug Reporting** Web Development HTML5 Tailwind CSS SQL (Data Storage) JSON (Data Format) **REST APIs** Lightweight Dashboards Electronics & Embedded Engineering Analog/Digital Circuit Design **Embedded Systems** Soldering & Debugging Sensor Integration PID Control Sustainable Tech Solutions