Anshika Agarwal

Gender: Female

DOB 14/05/1993

EDUCATION				
2011-2015	B.Tech (Computer Science Engineering)	F.E.T. Agra College, Agra	U.P.T.U.	**74%**
2O11	12th	Milton Public School, Agra	C.B.S.E	76%
2009	10th	St. Francis Secondary School	C.B.S.E	80%

EXPERIENCE AND PROJECTS UNDERTAKEN

➢ Worked with **Skill Lotto Solutions Pvt Ltd, Gurgaon** as a **Software Tester from 25th January 2016 till 31st January 2017** .

➢ Worked as a **Software Tester ,** with efficiently testing all the applications which are developed with in organization.

➢ Conducting Manual testing(black box testing), regression testing, functional testing, automation testing on QT application, IOS applications , android applications and web applications.

➢ **Projects undertaken are** :

RAJSHREE (Desktop: QT Application) – Tested using Manual testing methods, black box testing, Squish(Froglogic – automation testing), regression testing, functional testing, bug reporting (All the three different brands).

Description: Its basically a Lottery game currently running in the state of MAHARASHTRA and consist of different types of games and games changes according to the need of client and Gov. Schemes.

Team Size: Firstly 2 testers were there, but presently there are 4 testers.

COMPLOTT (Desktop: QT Application) – Tested using Manual testing methods, black box testing, functional testing, regression testing, bug reporting.

 Description: Its also a lottery game which is currently running in state of Punjab and consists only one game known as JOKER related to cards and number series.

Team Size: Presently 2 testers are working on this application.

MPOS (IOS and Andoird versions) – Tested using Manual testing methods, black box testing, functional testing, regression testing, bug reporting.

Description: This application has both IOS version for iphone users and android phone users.

This application is made for the agents and retailers so easily make receipts cheque entreis, too see blocked users, live sale of lottery tickets.

Team Size: Tested solely these both applications.

Sub Distributor – POS (Andoird version- for mobile and tablet versions) – Tested using Manual testing methods, black box testing, functional testing, regression testing, bug reporting.

Description: This is the advanced version of the android version of the MPOS in which all the four different brands can be used on single application without using or going different apps for different brands.
Team Size: Tested solely

TABLET POS(Android – Tablet version of Rajshree) – Tested using Manual testing methods, black box testing, functional testing, regression testing, bug reporting.
Description: Its a tablet version of RAJSHREE lottery currently running in the state of MAHARASHTRA, uses GPS and wifi or datacard connection to work.
Team Size: 2 testers worked on it.

Survey (Android – Tablet Version) – Tested using Manual testing methods, black box testing, functional testing, regression testing, bug reporting.
Description: This application is basically used by the agents of the lottery game, suppose if one wants to be a retailer of the lottery tickets, weather he meets the requirements of being a retailer of lottery tickets like should have proper hardware systems, connectivity, etc.
Team Size: Tested solely

REPRINT(Android – mobile version) – Tested using Manual testing methods,
black box testing, functional testing, regression testing, bug reporting.
Description: This application allows the user(retailer) to have the reprint of the ticket, where user should have bracode and transaction no. and draw date details.
Team Size: Tested solely

PAPER LOTTERY (Web Application) – Tested using Manual testing methods,
black box testing, functional testing, regression testing, bug reporting, automation testing using selenium IDE.
Description: Its a web application deals with the stocks, reports, accounts, retailer details, etc. associated with the RAJSHREE game.
Team Size: Testers solely.

BACKOFFICE (Web Application) – Tested using Manual testing methods, black box testing, functional testing, regression testing, bug reporting, automation testing using selenium IDE (All the three different brands).
Description: Its a web application or the backend of the lottery game consist of all types of reports, accounts, retailer details etc.
Team Size: 3 testers worked on this application.

HRMS, Office Utility, PLAPOS (Web Applications) – Genearl UI testing, Manual testing regression testing, bug reporting.
Description: These applications were made for the internal purposes of the organisation used by HR team, reception, operator team, etc.
Team Size: HRMS(Tested solely), **Office Utility**(2 testers), **PLAPOS**(Tested solely). And tested many more applications.

SKILLS AND ACHIEVEMENTS

- **Programming Skills**:
  C/C++ (Basics), HTML, Squish (Frog logic)- used in automated testing for QT applications, desktop applications, Selenium IDE- for web applications.
- **OS**: Windows XP, 7, 8, 10 and Linux
- **Skills** : Manual Testing(Black box testing,), Android application testing, IOS application testing, regression testing, functional testing.
- **Theoretical skills**: OOPS concepts ,testing concepts (excellent).
- **Skillfully Testing all the web applications and QT applications, android and IOS applications.**
- **Making User Manual of the Lottery Game in one month of around 166 pages.**
- Helping the candidates in the recruitment process of the organization .
- Bug Reporting, Test cases formation.
- Good communication skills in English for both writing and vocal.

PERSONAL DETAILS

Father's Name: Arun Kumar Agrwal
Mother's Name: Gunjan Agarwal

INTERESTS

- Reading Books
- To know about the latest technologies.
- Making Caricatures.
- Playing Badminton.

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