Sreedhar.Maganti

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Career Objectives

To obtain a challenging position in a high-quality engineering environment where my resourceful experience and academic skills will add value to organizational operations.

Professional Summary

- ✓ Having 3+year of experience in the Software Testing/QA Process.
- Have worked in Software Development Life Cycle (SDLC) & Software Test Life cycle (STLC).
- Experience in different types of testing viz. Smoke, Sanity,
 GUI, Usability, Functional, Positive, Negative, Re-Testing, Regression,
 compatibility, Integration, Exploratory Testing, Ad hoc Testing and Cross browser
 testing and worked in different Operating Systems.
- ✓ Extensive experience in writing the test Scenarios, test cases and test execution based on Software requirement specification (SRS) document.
- ✓ Have knowledge on different testing models and adopted the principles in test
 case preparation and execution phases.
- ✓ Have experience in Defect life cycle and defect management.
- ✓ Expertise in Problem solving and Tracking Bug Reports using Bug tracking Tools like Trello.
- Expertise in handling multiple projects simultaneously and efficiently following up with the testing work assigned in each project without lagging with quality.

Professional Experience

✓ Working as QA Test Engineer in Soft Suave Technologies , Chennai since 11 th MAY 2020 to Till Date.

Technical Skills

✓ Testing Skills : Manual Testing, API Testing, SQL.

✓ Project Methodology : Agile Sprint Methodology, Scrum, Waterfall Method.

✓ Defect Tracking Tool : Trello.

Testing Experience

1. Project Name :Fasta Pizza.

Tools Used: Trello, Manual

Duration: Sep-2022 to Till Date

Description: Fasta Pizza is an web and mobile application for food delivery It is having two separate apps for the customer as well as for the delivery boy For the custo mer app having modules like Delivery and Takeaway Here the user can choose their own food items and they can add to cart. Customer can select the payments methods like COD/Online Payment, once payment completed order will place successfully. Customer can select takeaway option and they can choose prefer timings based on the location to take their favourite food item from the restaurant. In the Delivery app delivery boy can get notification after customer placed the order, once delivery boy accepted the invit at ion he can get the order details Customer and Admin can see the transaction history with in the app

Roles and Responsibilities:

- Involved in Preparation of Test Scenario and Test cases
- Handling Daily status calls with the client and reporting the project status, defect calls.
- Attending Daily Stand up call with the project manager and Reporting the project status and Defects
- Tested both Android and IOS device.
- Bug Reporting and tracking of the same using Trello
- Involved in smoke Testing, Sanity Testing, functional testing, Re-Testing, Regression Testing and Adhoc testing.

2. Project Name :Play Date.

Tools Used: Trello, Manual

Duration: Jan-2022 to Aug-2022

Description: Play date is a children application. They can chat / take video call to their friends. And all the activity their parents can see by call recordings / Snapshots and call history. Parents can invite their friends / Co-Parents to play with their children. Our Co-Parents can add / update / remove our children's details. Every activity we can see in our account. It's very high secure to view the recorded calls and history. They will see their own and their Co-Parents history. During the call they can leave or before ending the call again back they are able to join. We can login to the same account as multiple devices. And every device will get the notification regarding call invitation, join call, friend invite, Co-Parent invite...

Role and Responsibilities:

- Involved In Ad-Hoc Testing
- Test The Application Randomly and Find The Bugs
- Attending Daily Stand up call with the project manager and Reporting the project status and Defects
- Bug Reporting and tracking of the same using Trello

3. Project Name : Virujh.

Tools Used: Trello, Manual

Duration: Feb-2021 to Dec-2021

Description: Virujh is an appointment booking application between doctor and patient for consultancy. Either patient or doctor book an appointment between in their available slots timing settings user saved. Doctor and patient can have the consultant in this website through video call and chat. The user can reschedule or cancel the appointment based on the allowed timing.

Role and Responsibilities:

- Involved in Preparation of Test Scenario and Test cases
- Handling Daily status calls and Daily Stand up call with the client and manager and reporting the project status, defect calls.
- Tested both Android and IOS device.
- Bug Reporting and tracking of the same using Trello
- Involved in smoke Testing, Sanity Testing, functional testing, Re-Testing, Regression Testing and Adhoc testing.

4.Project Name: Grabcery.

Tools Used: Trello, Manual

Duration: May-2020 to Jan-2021

Description: Grabcery is an web and mobile application for Grocery delivery It's having two separ at eapps for the custo mer as well as for the delivery boy For the custo mer app having modules like Delivery. Here the user can choose their own food it ems and they can add to cart. Custo mers can select the payment methods like COD/Online Payments once payment completed order will be placed successfully. Customers can select takeaway options and they can choose preferred timings based on the location to take their favourite groceries from the shops. In the Delivery app delivery boy can get notification after customer placed the order, once delivery boy accepted the invitation he can get the order details Customer and Admin can see the transaction history within the app.

Role and Responsibilities:

- Involved in Preparation of Test Scenario and Test cases
- Handling Daily status calls and Daily Stand up call with the client and manager and reporting the project status, defect calls.
- Tested both Android and IOS device.
- Bug Reporting and tracking of the same using Trello
- Involved in smoke Testing, Sanity Testing, functional testing, Re-Testing, Regression Testing and Adhoc testing.