# Neal Alden Cua

## QUALITY ASSURANCE ENGINEER

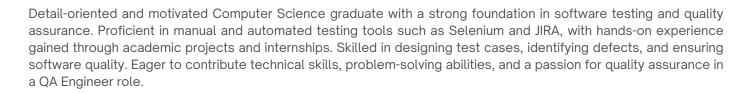
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#### INTERNSHIPS

## Quality Assurance Engineer Intern (09/2022 - 04/2023)

Infor PSSC Inc. | Taguig, Metro Manila

- Assisted senior QA engineers in executing manual and automated test cases for web application.
- Learned and applied bug tracking tools like JIRA to log and monitor defects.
- Participated in Agile sprints and contributed to team deliverables.
- Created detailed documentation to guide the automation setup process.

#### Project Intern (03/2019 - 05/2019)

iCreate Cafe | Fisher Mall, Quezon City

- Developed educational code in Minecraft Education, engaging young students in coding.
- Conducted Unit Testing to ensure developed code is working.
- Explored and learned about Lego NXT robotics.

## **EDUCATION**

## Informations and Communications Academy, Makati City (2021 - 2024)

Bachelor of Science in Information Technology with specialization in Web Development

- Relevant Coursework: Programming Fundamentals, Database Systems, Photography, Sound Engineering, UI/UX, Web Development, Web Security
- Achievements: Dean's List

#### Informations and Communications Academy, Makati City (2019 - 2023)

Bachelor of Science in Computer Science with specialization in Software Engineering

- Relevant Coursework: Software Testing, Quality Assurance, Programming Fundamentals, Database Systems, UI/UX, Web Development
- Achievements: Dean's List



#### **PROJECTS**

## Materials (billofmaterials)

- Digitalized manual excel input to a website application using react and firebase as database.
- · Conducted unit testing to ensure seamless functionality.
- https://billofmaterials.vercel.app/

#### **TechGizmo**

- · Developed an e-commerce website for mobile phones as part of the final project.
- Conducted unit testing and assisted in QA to ensure seamless functionality.

# **SegroBot**

- Designed and developed a smart bin using Arduino, paired with a mobile application via Android Studio.
- · Led a team to develop a smart bin with automatic waste segregation capabilities.
- Helped and assisted in the UI of the mobile software application.
- Paired hardware with a mobile application, resulting in a runner-up finish for best capstone project.

# STU.A.R.T. (Student's App for Regulating Time)

- Developed and designed a time management application that helps senior high school students manage their time efficiently.
- Created test cases for the functionalities of the application.
- Tested S.T.U.A.R.T. to make sure that the application is bug free.
- Champion for PBL (Project Based Learning).

## The Solemn Reign

- A mystery role-playing game which is designed/created with people with Tourettes.
- Created test cases for the functionalities of the application.
- Tested the game to make sure that the game is bug free.

#### **EXTRACURRICULAR ACTIVITIES**

• **Technical Club Member:** Active member Compile and Juniors Game Developers Association (JGDA), assisted in organizing workshops on Software Engineering and Game Development topics.

## **TECHSTACK**

- Version Control: GitHub
- Database: Firebase, XAMPP
- Testing: Test Case Creation, Manual/Automated Testing, Unit Testing, Functional Testing
- Tools & Frameworks: Selenium, JIRA, Linux, Android Studio, VSCode, Eclipse, IntelliJ
- Languages: Java, Javascript, HTML, CSS
- Design: UI/UX, Canva, Figma

#### LANGUAGE

- Filipino (Native)
- English (Fluent)
- Japanese (Basic)

#### CERTIFICATIONS

- UI UX (Great Learning)
- Cybersecurity Foundations (Linkedin Learning)