

Neal Alden Cua

QUALITY ASSURANCE ENGINEER



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Detail-oriented and motivated Computer Science graduate with a strong foundation in software testing and quality assurance. Proficient in manual and automated testing tools such as Selenium and JIRA, with hands-on experience gained through academic projects and internships. Skilled in designing test cases, identifying defects, and ensuring software quality. Eager to contribute technical skills, problem-solving abilities, and a passion for quality assurance in a QA Engineer role.

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)