

Pragati Kumawat

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PROFESSIONAL EXPERIENCE

Nine Hertz India Pvt. Ltd. Jaipur

March 2023 - Present

Associate Test Engineer

- Understood requirements and create test plans and test case documents.
- Performed UI and functional testing in web and mobile applications
- Executed test cases and filled bugs on bug tracking tools like bugfix
- Performed retesting and validations like - Sanity and Smoke
- Reviewed existing test cases and updated them as required in timely manner.
- Collaborated with development and business team to ensure full coverage and no gaps in understanding.
- Ensured the completion of testing within given time frame.

NAV Backoffice IT Solutions Pvt Ltd, Jaipur

August 2019 – June 2020

Trainee software developer

- Developed and maintained software solutions using Microsoft .NET framework and C#.
- Designed, implemented, and tested SSRS RDL reports in Microsoft Visual Studio.
- Applied advanced data grouping strategies to enhance report readability and usability.
- Utilized Microsoft SQL Server for efficient data management and retrieval.
- Exported reports into various formats, including Excel and CSV, meeting diverse user requirements.

Brill Techno Pvt Ltd, Jaipur

June 2019 – August 2019

Android developer

- Gained expertise in Android development, applying best practices for efficient and scalable code.
- Applied object-oriented programming principles to enhance code structure and maintainability.
- Utilized GitHub for version control, ensuring collaboration with the development team.

ENGINEERING INTERNSHIP

Certified Railway Intern Registration Application (training project) – College project

March 2018 - May 2018

- I took time to understand the Railway Intern Registration App. I played a part in creating the app, i didn't do it alone. We collaborate to make sure all the parts fit together smoothly.
- The users can register themselves who are doing internship from railways. It includes insert/delete/update/view all users.
- The Railway Intern Registration App was completed within the expected time, marking the successful end of this learning project.

SKILLS

Android developer: Android studio, Core java, Eclipse, My SQL, GitHub.

Dotnet developer: Microsoft SQL server, Microsoft visual studio, Dotnet MVC, C sharp, Microsoft .Net Framework.

Associate Test engineer: Postman, bugfix, and Active collab, Microsoft excel, Google sheet excel.

Programming Languages: Core java and SQL, C sharp, XML, Java script, Typescript.

EDUCATION

Engineering Rajasthan technical university – Kota.

Bachelor's Computer Science Engineering. Government Women Engineering College Ajmer, RTU Kota.

August 2015 -May 2019

Percentage: 70

PROJECT EXPERIENCE

Paw-some Booking application – Nine hertz India Pvt Ltd

January 2024 - Present

- In my role as a Quality Assurance Tester for the Paw-some Booking Application, I undertook the responsibility of thoroughly testing the entire platform dedicated to canine services, including dog care, walking, grooming, and day care.
- I meticulously created and executed test case documents, ensuring a seamless and reliable experience for users in the world of dog services.
- My commitment to quality assurance contributed to the app's stability and enhanced functionality, providing a trustworthy platform for dog owners and service providers.

Stay In Your Lane (Live) –Dating application

April 2023 - December 2023

- As the Quality Assurance Tester for the Stay in Your Lane Dating App project, I took charge of creating detailed test case documents and conducted extensive testing throughout the entire application.
- My focus was on ensuring the stability of the app, meticulously examining each feature to guarantee a crash-free experience for users. By collaborating closely with developers and conducting thorough testing, I played a crucial role in delivering a reliable and seamless dating application.

Tic Tac Toe App (Live) – Game application

January 2021 - May 2021

- I kicked off by understanding how a Tic Tac Toe game works. Then, started building it from scratch.
- I made sure it looked neat and was easy for players to understand. Making sure the X's and O's behaved correctly was the heart of the project. I wrote the code to handle player moves, check for a win, and avoid illegal moves.
- I asked people to try the app and share their thoughts. Their feedback helped make the app better, with improvements happening in rounds.