ALEXIA BERNARDO

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A software developer in test with web, mobile, and video game software product life cycle experience in a cross-functional agile team. An adaptable professional who develops and analyzes test strategies to build test automation suites using object oriented programming. Seeking positions on mobile application scrum teams building life-long learning educational software.

PROFESSIONAL SKILLS AND INTERESTS

- Working in Cross-Functional Agile Teams (Scrum)
- Building Test Automation Suites (XCUI, Cypress)
- Developing Test Strategies and Plans (Jira, Zephyr)
- Executing Unit/UI Tests in CI/CD (Azure DevOps)
- Object-Oriented Programming (C#, Swift, TypeScript)
- Writing and Preparing Technical Documentation

EDUCATION

Bachelor of Science Game Design and Development, Rochester Institute of Technology (Minor in Japanese)
Hackathon Awards: Best Mash-Up of the Wegmans API, AGI Intern Hackday 1st Place, Best Teaching Programming Hack
Certifications: Professional Scrum Master I (PSM I) Certification

EMPLOYMENT

Software Test Engineer @ WillowTree Inc.   *Jul 2019 - Present*
A digital product agency founded in 2008, with over 500 employees that has driven growth for world leading brands from mobile apps to responsive websites.
- **Building Test Automation Suites (XCUI, Swift):** Refactored existing XCUI test suite for a existing client project, by adopting a Page Object design pattern to allow for executing UI tests in Azure DevOps
- **Working in Cross-Functional Agile Teams**: Captures key learning growth opportunities,, by collaborating with teammates on priority issues and document the best approach considering the current project ecosystem
- **Developing Test Strategies and Plans:** Developed a process improvement for triaging critical feedback from the client to the development team during user acceptance testing, to reduce lost of production time
- **Preparing Technical Documentation:** Curated a learning pathway viewed company wide, to contribute growth in learning how people with disabilities use technology to build digital accessible and inclusive product design

Interactive Developer Intern @ American Greetings   *Jan 2018 - Aug 2018*
A greeting products manufacturer founded in 1906, that is committed to making the world a thoughtful and caring place through engaging and imaginative products.
- **Object-Oriented Programming (TypeScript):** Increased ecard membership sales (top 10 cards), jump starting hidden object game ecard product line by programming 2D special effect animations on ecards and reducing loading times by 40% by compressing game assets in a sprite atlas
- **Developed Strategies:** Pitched a potential business venture to management in a team, winning 1st Place, by creating a prototype during Intern Hackday that expands a current product line by combining physical greeting cards with AR

VOLUNTEERISM

Director @ Tora-Con   *Apr 2018 - May 2019*
A anime convention founded in 2004, with over 70 staff and 150 volunteers that has held a celebration of anime, cosplay, and Japanese culture through games, panels, contests.
- **Worked in Cross-Functional Teams:** Directed 12+ staff to drive business to accumulate funding for the operating costs of hosting a convention through ~3450 tickets sales from vendors, artists alley, and general registration
- **Prepared Documentation:** Delivered training sessions for 70+ staff, by creating a 30 minute presentation talk in giving a positive first impression, training customer service skills, and giving advice on staying calm under pressure

Coordinator @ Tora-Con   *Aug 2015 - Apr 2018*
- **Worked in Cross-Functional Teams:** Directed a team of 35+ volunteers by managing to distribute ~3300 physical tickets on the registration tables and service desk area during the day of the convention by serving guests.
- **Developed Strategies:** Created training materials for 150+ volunteers, by creating presentation slides and cheat sheets distributed to the volunteers prior to the convention