Sittie Aisha Amate

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Qualifications

BSc (Hons) Computing with Game Development, University of Greenwich, 2018, 2:1

BCS Certificate in ISTQB Foundations, 2018

Profile

Outstanding developer and talented Software Engineer with proven expertise in object-oriented analysis and design and exceptional record overseeing all facets of Software Development Life Cycle, from analysis and design to implementation and maintenance. My interest in software development started when it was introduced to me in high school after which it turned into a growing passion; learning new technology and exploring the field of IT has been really fulfilling and really enjoyable.

Technical Skills

Technology Domain	Technologies and Tools
Programming Languages	Java 8, JavaScript
Frameworks	React.js, Express.js, Node.js, Spring Boot, Sass, J2EE, Vue.JS, Maven, JUnit, HTML5, CSS3, Bootstrap, RESTful web-services, Node.js, jQuery, EJS
IDE's	IntelliJ, Eclipse, VS Code
API's	RESTful API
Operating Systems	Windows, Linux (Ubuntu), MacOS
Software Configuration Management	Git
Database Technologies	MongoDB, MySQL, Oracle DB
Project Frameworks	Agile Scrum, Waterfall
Other	Postman, Axios, Selenium WebDriver, Heroku, MailChimp, Sendgrid

Experience

1. CodeStack Co – Fullstack dev – 03/2020 to 07/2020

This is a fullstack project utilising Bootstrap, CSS, jQuery, NodeJS, Express.JS and EJS which is then deployed to Heroku (https://www.codestack-co.com/) a cloud platform which supports NodeJS projects. The email system is using sendgrid API which allows multiple receivers without any extra fees. This is created by a team of 3 where the other person is solely responsible for creating vanilla HTML and CSS pages; as well as a project manager. My responsibilities were:

- Involved in the entire project life cycle (designing, planning, implementation and bug fixing)
- Brainstorming ideas with the team
- Created a design document which had use case diagram, flowchart and wireframe
- Identifying core functionalities of the site
- Converting the vanilla HTML and CSS stylesheet into EJS files to work with the project

- Created animation using jQuery
- Customised how emails are received by the receiver in an html format
- Integrated individual sites in the main site
- Implemented the entire project in the frameworks mentioned

2. NETBuilder – QA Engineer – 09/2018 to 09/2019

While working at NETBuilder, I took on a QA role. My role heavily revolves but not limited to manual and automation testing. My roles and responsibilities are:

- Involves reviewing Business requirements, IT Design documents and preparing Test Plans which involve various Test Cases for all assigned modules/projects.
- Created Test plan & Script, Defect Management Templates; Created Initial test plan and developed test cases and test scripts manually.
- Developed a Defects Tracking Log for the SharePoint Site to track defects while testing.
- Involved in UAT testing, SIT Testing, Regression Testing and Functional testing.
- Prepared & published Daily & Weekly QA status reports.
- Actively participated in all QA and testing activities during Dev, FT, UAT and PROD SDLC (Software Development lifecycle)
- Having hands on experience in device testing - mobile and tablet device testing
- Involved in cross browsing testing (compatibility testing) of the application on various browsers to ensure it functions.
- Having hands on experience in component testing, integration testing and regression testing

3. QA Consulting – Consultant - 05/2018 to 05/2020

I worked as a consultant for QA, which started as a trainee and was soon deployed to NETBuilder and worked as a QA Engineer. This year before the pandemic surged, I was supposed to be deployed to a Cyber Security role but the company downsized.

My role as an IT Consultant entailed being ready for whatever role I am given, embarking on a new journey in the IT field, be it as a QA Engineer, Frontend, Backend etc. Whilst in the training phase, these are the following projects I was part of:

QAC Project – Cinema – 07/2018 – 07/2018

As part of the curriculum at QA Academy is to develop an individual project and a group project; both of which involve frontend and backend. Frontend technology used is Vue.js, utilising bootstrap, CSS and a few basic scripting for both projects. During the group project, a daily stand-up scrum meeting is done, followed by picking a task from the project backlog. I was in charge of the following:

- Frontpage image carousel mainly a combination of bootstrap and CSS
- New release and movie listings page utilising Axios, pulling data from the API
- Terms and condition page using standard html
- And Payment section using PayPal auto generated button

QAC Training – 06/2018 – 07/2018

As part of the training in QAC, I was introduced to various concepts and hands on experience in Automated tested, RESTassured & Performance Testing, Linux. Automated testing involved the following:

- Using Maven projects and test suite using Junit
- Using selenium and cucumber alongside Junit, using various concepts such as; data driven testing (DDT), test driven development (TDD) and behavioural driven development (BDD)
- DDT concept is used with selenium to automatedly test websites, BDD was used to create user stories using Cucumber

4. Final Project – 03/2018 to 06/2018

As my final project, I developed a mobile application using Android Studio in which it aims to teach individuals, especially students in learning Java, utilising gamification as the core concept to make it more engaging for students. The language used is Java, using DSDM methodology; building the application incrementally as feedback is given. The application features the following:

- Settings – Allows modification to the background, text font, text sizes, button sizes
- Lessons screen – Data displayed are pulled from SQLite database
- Interactive Program screen – Code snippets presented will have empty text boxes, triggering choices which is then checked if it is indeed correct or incorrect, prompting an explanation as to why it is correct or incorrect
- Game menu – The game had memory games and bubble games. Each point is then saved and displayed in the leaderboard.
    - Memory game - User is tested on what they've learnt by matching keywords with the correct definition. (Please note that there will be 5 words and 5 definitions, every keyword has 1 point each and was calculated, removes a point if it's incorrect and adds a point if it's correct).

Bubble game – User is presented by 3x4 rows and columns where every bubble had words underneath and the user had to match the words, this is a time attack and only gives the user a certain amount of time to match the words, as they level up, the time decreases.

- Leader board – Where it keeps track of users points as they play the game. It is globally stored in a public database where the user who has scored the highest is displayed.
- Quiz screen – The user is presented with multiple quiz sections which they can take, this is the core section in tracking the users' progress.
- Login screen – To track the score, the user have to login using their Facebook
- Profile screen – It keeps track of the users progress by checking which lesson they have yet to read and have read as well as keep track of what they did well and did not do well through the quiz section

5. Standalone email system – 01/2016 – 06/2016

As part of the curriculum, we had to create a standalone email system which mimics the functionality of an actual email system, the only difference is that, instead of using external API's to send the email, the data is stored in the database instead as soon as the "Send" button is clicked. The UI is developed using Java Swing. In this project, these are the things I did:

- Created a design document to identify the structure, sequence, workflow, database structure as well as wireframes
- Developed the project using Java, Java Swing
- Integrated SQLite to the project
- Blackbox testing and whitebox testing
- Pulled data from the database which matched the clicked email and displays the entire email
- Created a delete button which deletes specified data