Allison Mae Villapando

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Work Experience

Zwift *Long Beach, CA (Remote)*

Associate Software Engineer | Dec 2022 - Apr 2024
- Implemented REST APIs in Kotlin and Java, facilitating communication between frontend and backend systems.
- Developed microservices as Docker containers for consistent environments.
- Orchestrated deployment of microservices using Kafka, PostgreSQL, Quarkus, and Kubernetes, ensuring reliability.
- Migrated monolithic codebase to dedicated microservices, enhancing scalability which improved performance.
- Refactored legacy endpoints to modernize the codebase, enhancing maintainability.
- Engineered and integrated a Redis caching and Quarkus library for efficient ID retrieval, enhancing performance.
- Adopted RESTEasy Reactive to enhance JWT filtering capabilities.
- Applied test coverage exceeded 85% using SonarQube.
- Leveraged JUnit, Cucumber, Mockito, and WireMock frameworks for unit and integration tests, enhancing robustness by identifying and fixing critical bugs before deployment.
- Led game server releases and deployments to QA environments and production, overseeing the entire release process.
- Ensured smooth transitions and minimal downtime of game releases with release management strategies, including rollback procedures, and coordination with cross-functional teams, while utilizing Datadog for tracking and performance monitoring during deployment.

QA Automation Engineer | Apr 2022 - Dec 2022
- Spearheaded the development of a new TestCafe framework using JavaScript, enhancing test automation efficiency.
- Established the roadmap to reduce manual testing by 60% through end-to-end automation testing.
- Refactored outdated automated tests to improve execution time and performance.
- Mentored interns, QA Analysts, and QA Testers through weekly one-on-one sessions, pair programming exercises, and comprehensive onboarding processes, enhancing their skills and professional growth.
- Conducted code reviews, and contributed to workflow refinement for testing and interview processes.
- Established a dedicated Jenkins pipeline to facilitate nightly test runs in QA and Production environments.
- Developed nightly scripts to enhance efficiency tests and continuous integration.

Software Engineer in Test | Oct 2021 - Apr 2022
- Built data-driven automated tests in JavaScript using TestCafe to ensure end-to-end test coverage for the web application.
- Led the planning of test scopes and processes with multiple QA analysts from cross-functional teams ensuring rapid and successful deployment against our mobile and web applications.
- Identified most bugs and defects in the team, significantly improving application stability.

Associate QA Analyst | Apr 2021 - Oct 2021
- Collaborated with web, game, and mobile developers to conduct complex software testing to validate new features and bugs across major browsers and platforms through TestRail and Postman.

QA Game Tester | Feb 2020 - Apr 2021
- Performed testing of the game client across various OS platforms encompassing manual, ad-hoc, functional, and non-functional tests.

Technical Skills

Languages: Java, JavaScript, Kotlin, SQL
Frameworks, Technologies, Practices: Quarkus, Kafka, Microservices, Redis, PostgreSQL, Containers, VCS, Project Management
Testing Frameworks: JUnit, Cucumber, Mockito, WireMock
Developer Tools: Git, Docker, Kubernetes, IntelliJ, Datadog, SonarQube, Postman

Education

Bachelor of Science Degree - Computer Science
California State University - Fullerton
Emphasis: Software Engineer
Aug 2014 - May 2019