

Ammar Khan

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EDUCATION

Dalhousie University
Bachelor of Computer Science

Halifax, NS
September 2019 – August 2023

WORK EXPERIENCE

Software Quality Assurance Tester

October 2023 – Present

BlackBox QA

Halifax, NS

- Contribute to the testing of video streaming apps and websites for prominent industry names in North America, focusing on ensuring the highest quality of user experience.
- Develop and maintain test scripts in Postman, incorporating JavaScript code to ensure precise data collection and reporting for enhanced user engagement.
- Monitor platform-wide analytics and performance using Datadog, leveraging logs, metrics, and dashboards to identify trends, diagnose issues, and optimize system reliability.
- Utilize Charles, Headspin, Android Studio, Jira, and TestRail for debugging, test management, and tracking.
- Participate in multiple testing phases, including User Acceptance Testing (UAT), smoke testing, regression testing, and ad-hoc testing, to ensure comprehensive coverage and product quality.

Junior Developer & QA Tester

January 2022 – August 2022

MARS VR Lab

Halifax, NS

- Developed VR technology-based interactive elements in the Unity engine using C# programming, contributing 2K+ lines of code to an established codebase via Plastic SCM.
- Implemented scene animations, synchronized audio, set up colliders, and managed object physics, ensuring seamless gameplay and animation fluidity in the successful release of 5 game levels in a fast-paced environment.
- Conducted rigorous testing on the application's database to validate data management operations, contributing to improving the overall stability and reliability of the access control system.

Software Quality Assurance Engineer

May 2021 – August 2021

Modest Tree

Halifax, NS

- Created and executed test cases while identifying and tracking defects across multiple platforms, contributing to over 10 major releases.
- Designed various 3D and virtual reality solutions using the Modest3D development suite.
- Collaborated with cross-functional teams, including developers and product managers, to ensure software quality, resulting in a 30% improvement in product reliability.
- Independently managed and executed the quality assurance process, compiled comprehensive documentation, and actively participated in strategic planning for the successful public release of the company's innovative mixed reality software solution.

PROJECTS

Car Maintenance Web App | *React*

July 2023

- Developed a user-friendly React web application, integrated with REST APIs and a MySQL database, that serves as a comprehensive platform for car owners to track maintenance schedules and find nearby local vendors.

Otrio Board Game | *Android (Kotlin)*

March 2023

- Developed an Android application for *Otrio*, a strategy board game, implementing game logic and multiplayer capabilities to provide users with a fun and casual gameplay experience.

Endless Runner Game | *Unity Engine*

November 2022

- Created an engaging 3D endless runner game in Unity Engine, showcasing immersive gameplay mechanics, fluid character animations, and responsive controls.

TECHNICAL SKILLS

Languages: Java, Python, Swift, Kotlin, C, C#, SQL, JavaScript, PHP, HTML/CSS

Frameworks: React, React Native, Node.js, Bootstrap, Selenium, JUnit, Flutter, SwiftUI

Databases: MongoDB, MySQL, Cloud Firestore

Tools: Jira, REST APIs, Git, Datadog, Charles, Postman, WordPress, TestRail, VS Code, Android Studio