Ammar Khan

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EDUCATION

Dalhousie University   Halifax, NS
Bachelor of Computer Science   *September 2019 – August 2023*

WORK EXPERIENCE

Software Quality Assurance Tester   October 2023 – Present
BlackBox QA   *Montreal, QC*
- 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.
- Leverage Charles, Headspin, and Android Studio for comprehensive testing and debugging, while efficiently managing and tracking test cases with Jira and TestRail.
- Participated 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.
- Executed game testing plans using different testing methodologies and ensured quality assurance standards were met throughout the testing phase.

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, Plastic SCM, Charles, Postman, WordPress, TestRail, VS Code, Android Studio