

ANALISE R. GIOBBI
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Software Release Manager looking to pursue my interest in problem solving and test automation. Skills in mobile app testing, UI test development, release management, quality trend monitoring, technical writing, and research.

EXPERIENCE

GameChanger by Dick's Sporting Goods

New York, NY

Software Release Manager

April 2022 – Present

- Initiated and headed CI improvement process, which brought our build release time down by almost 50% (60 minutes to 35 minutes).
- Established quality processes to improve and maintain efficient release cycles.
- Organize feature release across 6 teams by establishing risk pre mortem process.
- Manage code freeze and release of Android and iOS apps on a biweekly basis.
- Collaborate with SDET to build and maintain automated UI tests for iOS, Android, and web applications using Appium and XCode.

Quality Assurance Analyst

January 2020 – April 2022

- Assess risk of app release based on Firebase and Embrace Crashlytics, DataDog, and bug triaging.
- Investigate and solve complex problems within the app to maintain a high standard of quality for users.
- Lead Quality Assurance Analyst for team developing live streaming feature. Developed written test plans for monetizing live streaming feature.

Triumph Integrated System

West Hartford, CT

Systems Engineer

July 2018-January 2020

- Led the development and qualification of the Automated Criteria Evaluation (ACE) tool, saving Triumph's systems engineers over 200 hours of work per project.
- Co-authored publication titled, *Automatic Criteria Evaluation in Safety Critical Avionic Systems* for the *Journal of the American Helicopter Society* on the development and implementation of the ACE tool.
- Responsible for validating software changes to flight critical Engine Control Units through open and closed loop testing.
- Performed data analysis on Auto Feathering Unit and Electronic Engine Control Unit software to be implemented in future aircraft control units.
- Developed written criteria utilizing Software Design Specifications for testing Electronic Engine Control Unit software.

Sperry Rail Services

Danbury, CT

Intern

May 2016 – August 2016

University of Connecticut Recreation

Storrs, CT

Spinning Instructor

February 2017 – May 2018

EDUCATION

University of Connecticut

Storrs, CT

Bachelor of Science in Engineering

2014 – 2018

Concentration: Mechanical Engineering

Senior Design Project

2017 - 2018

- Triumph Engine Control Systems
- Project Title: Alternate Measurement Method for Fuel Control Valve.
- Researched and selected a sensor alternative, acquiring a sensor resolution of <0.05%.
- Designed and optimized a rig consisting of a linear motor, and 3D printed mounts for sensor testing.
- Compiled data to recommend a magneto-inductive sensor as the preferred alternative.
- Analyzed, tested, and recommended alternative measurement techniques for measuring the deflections in a gear pump piston.

ACHIEVEMENTS

Publication:

Automated Criteria Evaluation in Safety Critical Avionic Systems
Journal of the American Helicopter Society

May 2019

ADDITIONAL SKILLS

- Proficient in UI test development (Swift, Typscript), Javascript, Github/ Git, Firebase Crashlytics, G Suite, and Microsoft Office (Word, PowerPoint, and Excel)
- Experience with DO-178C and DO-303 tool qualification
- 15 years of classical piano training
- Experience with welding and soldering

INTERESTS

Yoga, Fitness, Cooking, Chess