

ADRIAN SALAZAR

Email: asalazar51694@gmail.com
Phone: (760) 275-4021
GitHub: github.com/asalazar516
LinkedIn: linkedin.com/in/asalazar516
Portfolio: asalazar516.github.io

EDUCATION

California State University - Fullerton
Bachelor of Science, Computer Science

SKILLS

Programming Languages:

- C++, C#, Python, Javascript Typescript, Ruby, Groovy

Testing Automation Frameworks:

- Selenium, Appium, CodedUI, Robot, Cypress, Espresso

Testing Methodology:

- Gray Box Testing, UI Testing, Regression Testing, Performance Testing, API Testing, TDD, BDD

Tools / Platforms:

- Git, Perforce, React Native, Jira, Confluence, Jenkins, Postman, Flask, SQL, TestRail, Azure Devops, Figma

Cloud Computing:

- AWS: EC2 and DynamoDB, Azure, GitHub Actions, Cloudship, Google Cloud

PERSONAL PROJECTS

Movie Randomizer

- Developing a web application to randomly select user's list of films
- Users are allowed to add/delete a film. Once picked the website will give the user the option to remove the film from their list
- Created in Python and Flask
- Stored the user's account and list of films in MongoDB
- Tested deployment in Google App Engine

Not Zoom

WORK EXPERIENCE

Aveva - Contract

QA Engineer | March 2024 - Present

- **Designed and implemented end-to-end (E2E) and component tests using Cypress** to ensure comprehensive test coverage for new projects.
- **Utilized Azure DevOps to build, deploy, and maintain CI/CD pipelines**, ensuring seamless integration and delivery processes.
- **Spearheaded QA efforts as the sole QA engineer in a newly-formed team**, laying the foundation for quality assurance practices from the ground up.
- **Established testing frameworks and best practices for a project built from scratch**, ensuring long-term maintainability and scalability.
- **Collaborated closely with developers to integrate testing into the development workflow**, promoting a test-driven development (TDD) approach.
- **Leveraged Figma's collaborative features to inform the developer and product team** about real-time design iterations and updates.

POSaBit

SDET | September 2021 - January 2024

- **Developed an integration tool using Groovy** to automate the conversion of customer issues from Salesforce into GitHub tickets, facilitating seamless communication between Customer Service and Development teams.
- **Built a Python webhook application in Flask** to notify the Customer Service team when GitHub issues transitioned to testing or completion, improving workflow efficiency.
- **Engineered a full automation process** to support the development team, including the use of Cucumber (BDD), Ruby, and Selenium for E2E, Smoke, and Acceptance testing of a web portal.
- **Conducted API testing on POSaBit's API using Postman**, ensuring the reliability and accuracy of API endpoints.
- **Authored YAML files** to automate testing processes within CI/CD pipelines, ensuring continuous integration and delivery.
- **Conducted E2E testing for Android POS clients** using Espresso, validating app functionality in real-world scenarios.
- **Utilized SQL queries** to debug issues and validate new features, enhancing development accuracy.
- **Established a comprehensive QA process** from scratch, including designing test cases, executing release tests, and reporting results to the Development team and stakeholders.
- **Provided technical support to the Customer Service team**, resolving client issues through the dev portal or by implementing code changes.
- **Managed Unit Testing and compiled QA Release reports**, distributing them to the Development team and stakeholders to drive continuous improvement.

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- Developed video chat web application for Scopely's 3 Day Game Jam
 - Used PeerJS and Socket.io allowing a user to connect to multiple users to talk
 - Created with NodeJS and EJS, and deployed on Heroku

OMI

Project Lead and UX/UI Designer

- Mobile application to split a restaurant bill using image recognition using AWS DynamoDB for user cred
- Won Best AWS category in Citrus Hack 2018

Caduceus

- Two-player competitive snake game built with Godot engine; Submitted in GitHub's Game-Off Game Jam
- Designed in a month to be presented and judged by game community

REFERENCES

Cecilia Broadway – Former QA Director at Boundless Entertainment/Senior Program Manager at Google

- **Phone:** (913) 219-4857
- **Email:** cecila.broadway@gmail.com

Alyssa Nghiem - SDET Manager at POSaBit

- **Phone:** (808) 429-4360
- **Email:** alyssaa.nghiem@gmail.com

Matt Brierley – SDET at POSaBit

- **Phone:** (805) 276-7140
- **Email:** matt.brierley86@gmail.com

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- **Fixed bugs in POSaBit's admin user portal** and implemented identifiers for web automation testing, improving platform reliability and test coverage.
 - **Enhanced the testability and reliability** of applications, leading to improved product quality and customer satisfaction.

Scopely

Automation Engineer | March 2020 - September 2021

- **Developed automated acceptance tests** for multiple Scopely titles using an in-house automation tool, significantly reducing manual testing efforts.
- **Collaborated with various game teams** to integrate the automation tool into their games, facilitating streamlined testing processes.
- **Trained internal QA teams** on the use of the automation tool, enabling them to create additional integration tests independently.
- **Designed a Jenkins job** to monitor app versions and alert Slack channels upon release to the Apple Store, improving release communication and efficiency.
- **Implemented a Python script in Flask** within Jenkins to automate the monitoring and notification process during release builds.
- **Collaborated with live operations and localization teams** to create an internal tool for variable interpolation, enhancing localization accuracy across key strings.
- **Developed QA tools for the Marvel Strike Force team** in C#, improving testing efficiency and game quality.

Senior QA Analyst | July 2018 – March 2020

- **Created and executed manual certification test cases** for Boundless Entertainment games using TestRail, ensuring compliance with quality standards.
- **Conducted thorough testing** across various gaming platforms to validate functionality, performance, and user experience.
- **Generated detailed test reports** to provide insights and recommendations to the development team, contributing to the continuous improvement of game titles.
- **Collaborated with cross-functional teams** to ensure that all test cases aligned with the overall project goals and quality expectations.

EXTRACURRICULAR WORK

Mentor

California State University - Fullerton

2019 - Present

- Assisting CSUF Computer Science students in their path of graduation.
 - Reviewing students' resumes, and having one-on-one calls with them.
 - Participating in CSUF Engineering Computer Science Summit as an alumni/professional.
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