

DAKOTA SWANK

PROFESSIONAL SUMMARY

Detail-oriented Software Quality Assurance Engineer with a strong focus on ensuring software quality and performance. Skilled in manual and automated testing methodologies, test planning, and execution. Possesses strong analytical abilities and a dedication to identifying and resolving software defects to enhance functionality and user experience. Effective collaborator with cross-functional teams to meet project goals and deliver high-quality software products punctually.

WORK HISTORY

Software QA Engineer, 05/2023 to Current Boeing - San Diego

- Executes diverse testing (functional, regression, web services, mobile performance/usability), tracking defects and maintaining detailed documentation of test results, ensuring accurate tracking of issues and resolutions.
 - Serves as Scrum Master, facilitating all ceremonies, coaching the team on Agile/Scrum principles, and actively removing impediments to improve workflow.
 - Develops and maintains multiple automated test scripts using TestComplete, integrating them into the Jenkins CI pipeline for continuous validation and efficient early defect detection.
 - Leads end-to-end QA strategies for multiple major customer releases, overseeing test planning, comprehensive documentation (status reports, TRRs), and quality gating to ensure successful deployments.
 - Collaborates closely with development teams to identify, report, and resolve software defects promptly.
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FEATURED PROJECTS

- **FitHub:** A fitness application that allows users to browse exercises, create customized workout plans, track their progress, and communicate with other users. The application utilizes a client-server architecture, with a User Module that provides a user-friendly interface for accessing the FitHub server's data tables. Used: HTML, CSS, Typescript, Angular, Firebase
 - **Outbreak:** A virtual reality survivor horror game set in space. The player takes on the role of a character navigating through a dangerous space environment, where they can encounter various obstacles and enemies that can cause damage to their character. Used: C#, Unity
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CONTACT

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 <https://swanksoftware.com/>

WEBSITES, PORTFOLIOS, PROFILES

 [LinkedIn Profile](#)

 [GitHub Profile](#)

EDUCATION

**Bachelor of Science, Computer Science,
05/2023**

California State University San Marcos
- San Marcos, CA

**Associate degree for Transfer,
Computer Science, 12/2021**
Miracosta College - Oceanside, CA

TECHNICAL SKILLS

- Agile Methodology
 - Functional/Regression, Automation Testing
 - Software development life cycle
 - Jenkins
 - TestComplete
 - Test Plans and Test Methodologies
 - TortoiseSVN
 - SoapUI/Postman
 - JIRA management
 - Programming Languages: C++, Python, JavaScript, HTML/CSS
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