

# CAREER IN/WITH TESTING

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**TESTER**  
**= PRODUCT IS**  
**BETTER BECAUSE**  
**I EXIST**

TestIT Summit '07

# **Ura testaajana. Miten kehitan testauskompetenssiani oikeaan suuntaan.**

Maaret Pyhäjärvi, Senior Quality Engineer

**January 2007**



# Test Competence in a Group is Sum of Its Parts



No One Size Fits All

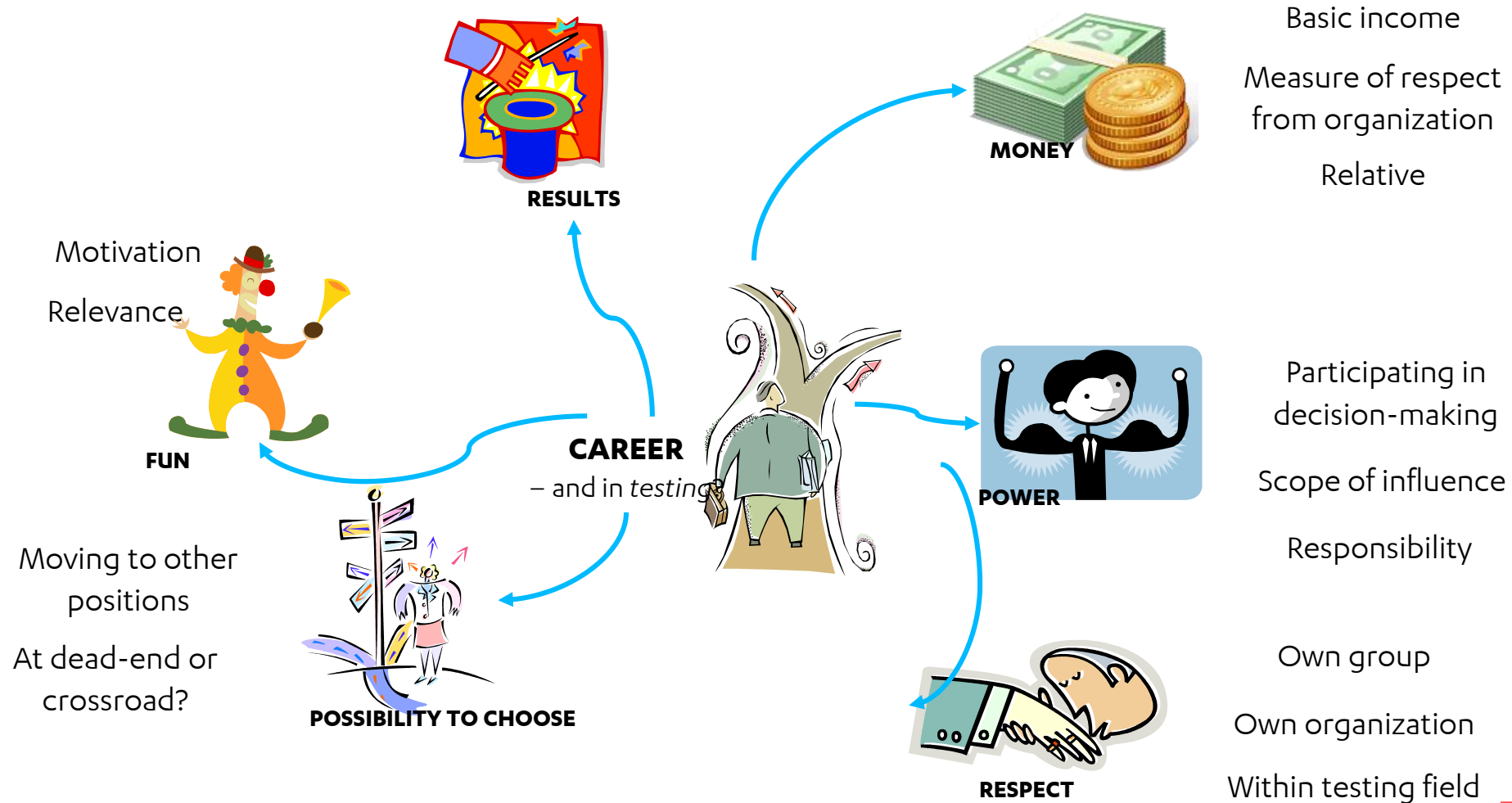
January 2007

Wednesday, 19 April 2017 Page 4

**SOFTWARE  
INDUSTRY  
DOUBLES EVERY  
FIVE YEARS**

# PRODUCTIVE GENERATIVE

# THINK OF CAREER DIFFERENTLY





## RESULTS

### Near-term accomplishments

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04/2012 -

Test Manager / Testing Specialist at Granlund Oy

*A single testing specialist in two teams of 15 developers*

Responsibilities: Defining overall test strategies and approaches using developers and product managers and contractors to aid in testing of the product. Hands-on testing and coordination. Process improvement.

"We had not realized the software can actually work when delivered to us. Had not happened in decades of development.", Tero Järvinen, Product Manager of Granlund Designer, 2012 expressing his surprise on the quality the team delivers for acceptance testing.

Personally reporting and getting fixed 2261 issues over a period of 2,5 years on Granlund Designer and Granlund Manager projects. Supporting others in delivering similar results. Transforming issue reporting into fix-and-forget style that emphasizes collaboration with developers.

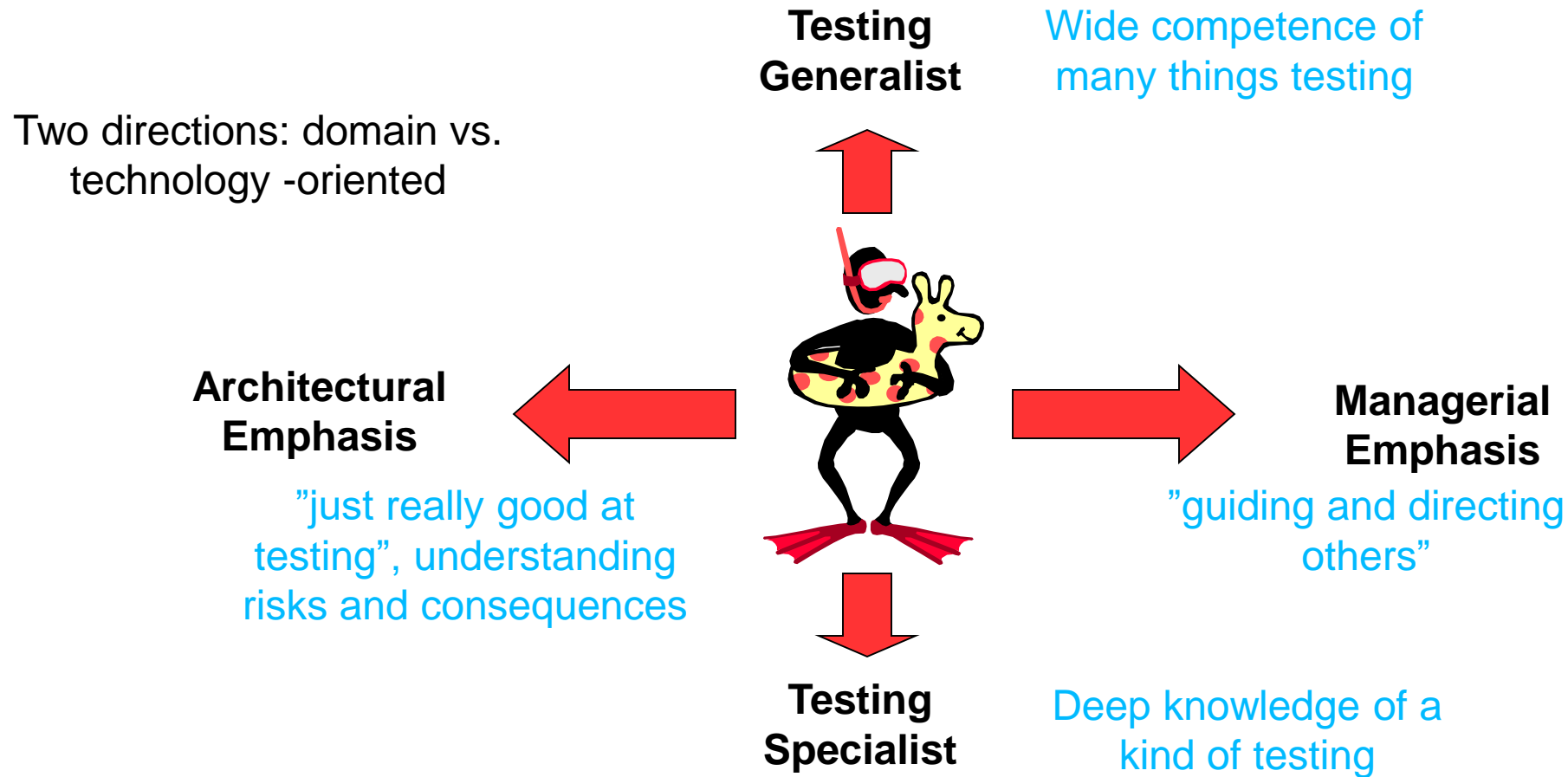


**DO I HAVE A  
CAREER?**

# MY GOOD CHOICES

- Speaking to Learn
- Side job permission
- Leaving Test Manager positions to be a tester
- Becoming a programmer
- Routines of introspection and discussions
- Blogging

# GROWTH OF A TESTER



# KUKA HALUAA OLLA TESTAAJA?

Itsenäisesti ajattelevaa, laatusuuntautunutta henkilöä, jolla on laaja liiketoiminta- ja teknologiaymmärrys sekä loistavat ihmissuhdetaidot haetaan epäkiitolliseen työhön, jossa on huonot ylenemismahdollisuudet, palkka alle keskipalkan ja alhainen status organisaatiossa. Pakollisena vaatimuksena kyky työskennellä jatkuvan paineen alaisena ja tuottaa jatkuvasti hyviä tuloksia riittämättömään tietoon perustuen.

# TESTER VS. DEVELOPER

SOURCE: ADAPTED FROM BRET PETTICHORD, 2000. TESTERS AND DEVELOPERS THINK DIFFERENTLY

Tester		Developer
Get up to speed quickly Generalist Domain knowledge Ignorance is important	Need of Mastery	Thorough understanding Specialist Knowledge of product internals Expertise is important
Model user behavior Focus on what can go wrong Focus on severity of problem	Focus of Modeling	Model system design Focus on how it can work Focus on interest of problem
Practical Empirical: What is observed Sceptics	Focus of Thinking	Theoretical How it is designed Believers
Tolerate tedium Comfortable with conflict Report problems	Tedium and Conflict	Automate tedium Avoid conflict Understand problems



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