

# Edrees Wahezi

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## SUMMARY

Engineer with experience in Automated and Manual Web/Software/Application testing and development. Experienced in all levels of the development stack, skilled in designing, building, maintaining, and documenting robust modular code in an Agile work environment, as well as working alongside both technical and non-technical teams to ensure quality standards are met.

## SKILLS & TOOLS

**Primary Programming Languages:** Javascript, Java, Python, HTML/CSS, Also have experience with: C, C#, C++, Swift, SQL

**Tools:** Git, Node.js, Selenium, Cypress, EarlGrey, Appium, TestNG, Jira, Confluence, TestRail, Jenkins, Postman, Cucumber, REST Assured, Salesforce, Xcode

## EXPERIENCE

### **Bandai Namco Entertainment America - Web Platform QA Engineer - July 2020 - February 2023**

- Developed and implemented processes for testing web and internally developed platform systems
- Built a test automation suite using Java, Selenium, and TestNG frameworks to run scripts for web UI and API testing
- Enforced best practices across engineering, production, and marketing/commerce teams, and played an active role overseeing all stages of the web development cycle from design to the final sign off before release
- Led testing efforts for all major publishing projects, including full corporate website redesigns, user account systems, internally developed game launcher applications, full CMS migrations, and various web marketing pushes for game titles such as Elden Ring and Tekken

### **Veeva Systems - Automation Engineer - January 2014 - November 2019**

- Scripted, ran, and maintained automated test scripts for UI and API testing for web, mobile, and desktop applications
- Developed and wrote documentation for multiple automation codebases using Javascript/Java, EarlGrey, Cucumber, and Selenium based automation frameworks
- Trained, mentored, and managed interns, new hires, and a team of contracted engineers
- Worked closely with project managers and developers during design meetings to plan and develop intelligent automation coverage in an Agile based development environment

## EDUCATION

### **University of California, Berkeley**

**2009-2013**

**Major:** B.A, Cognitive Science (Computational Modeling/AI Focus)

**GPA:** 3.617

**Minor:** Computer Science

## PROJECTS

**Worth It App** ([github.com/edreesw/WorthItApp](https://github.com/edreesw/WorthItApp)) - Mobile Android application that stores item prices locally, then calculates and displays their relative worth based on user inputted data

**SuperPong** ([github.com/edreesw/SuperPong](https://github.com/edreesw/SuperPong)) - Pong clone built using C++ and SDL2 graphics libraries

**Discord Matchup Records Bot** ([github.com/edreesw/FGMatchupRecords\\_Bot](https://github.com/edreesw/FGMatchupRecords_Bot)) - Bot using Javascript/node.js and Discord APIs that takes commands to store and display locally saved win/loss records

**Etch-A-Sketch Web App** ([edreesw.github.io/browser-etch-a-sketch](https://edreesw.github.io/browser-etch-a-sketch)) - A browser based app where you can draw an image on a grid using your mouse (HTML, CSS, Javascript)