Andrei Purnichescu

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Career goal

Availability: Full time, Part time
Willing to travel: Yes

Experience

Software Engineer

Period: May 2016 - present (1 months)
Company and location: Enea Software, Bucharest, Bucharest, Romania
Job domain / occupation: IT / Telecom

-Design test case documents for future projects;
-Testing web sites and applications;
-Document test results;
-Check the results of the tests in the Application Logs and in the Database (MSSQL or MySQL);
-File the bugs found into the database

QA Test Lead

Period: December 2014 - April 2016 (1 years and 4 months)
Company and location: Amber Studio, Bucharest, Bucharest, Romania
Job domain / occupation: IT / Telecom

-Help build a test plan that ensures complete testing coverage for a game, or games;
-Supervise the creation of test cases and test suites that cover all game functionality;
-Track and manage the daily workload of a team of senior testers and testers;
-Effectively, and objectively, communicate the status of the project to both the Production and Development teams;
-Manage the project database; ensuring high quality on bug entry, timely response on requests for more information, and proper bug flow;
-Coach and mentor new testers on proper QA processes;
-Assist in department level recruiting and training;
-Proactively gather feedback from clients and monitor customer satisfaction;
-Generate detailed metrics tracking project progress;
-Perform detailed risk analysis and escalate issues to QA management team when necessary;

QA Test Lead

Period: September 2014 - December 2014 (3 months)
Company and location: Electronic Arts Romania, BUCURESTI
Job domain / occupation: IT / Telecom

-Help build a test plan that ensures complete testing coverage for a game, or games;
-Supervise the creation of test cases and test suites that cover all game functionality;
-Track and manage the daily workload of a team of senior testers and testers;
-Effectively, and objectively, communicate the status of the project to both the Production and Development teams;
-Manage the project database; ensuring high quality on bug entry, timely response on requests for more information, and proper bug flow;
-Coach and mentor new testers on proper QA processes;
-Assist in department level recruiting and training;
-Proactively gather feedback from clients and monitor customer satisfaction;
-Generate detailed metrics tracking project progress;

-Perform detailed risk analysis and escalate issues to QA management team when necessary;

QA Acting Lead (Full time)
Period: March 2014 - September 2014 (6 months)
Company and location: Electronic Arts Romania, BUCURESTI
Job domain / occupation: IT / Telecom
-Help build a test plan that ensures complete testing coverage for a game, or games;
-Supervise the creation of test cases and test suites that cover all game functionality;
-Track and manage the daily workload of a team of senior testers and testers;
-Effectively, and objectively, communicate the status of the project to both the Production and Development teams;
-Manage the project database; ensuring high quality on bug entry, timely response on requests for more information, and proper bug flow;
-Coach and mentor new testers on proper QA processes;
-Assist in department level recruiting and training;
-Proactively gather feedback from clients and monitor customer satisfaction;
-Generate detailed metrics tracking project progress;
-Perform detailed risk analysis and escalate issues to QA management team when necessary;

QA Tester (Full time)
Period: August 2011 - March 2014 (2 years and 7 months)
Company and location: Electronic Arts Romania, BUCURESTI
Job domain / occupation: IT / Telecom
Quality Assurance Technicians, or Testers, perform a vital role in game development, testing, tuning, debugging, and suggesting detailed refinements that lead to higher quality and better playability of the finished game. The job involves playing (i.e., testing) the game in a systematic way, analyzing the game's performance against the designer's intentions, identifying problems, and suggesting improvements

Education

University (in progress)
Romanian-American University (2013 - In progress), BUCURESTI
Major: Computer Science

High School / Vocational School
Tudor Vladimirescu Highschool (2007 - 2011), BUCURESTI
Major: Mathematics
Computer Science and Mathematics Profile

Skills

Driving license: Yes
Spoken foreign languages:
Romanian - Native
English - Advanced