

ALEXANDRU SORBALA

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SOFTWARE QA ENGINEER**SUMMARY:**

- Experience in testing web based and mobile application in Agile environment
- Completed formal training in black box software testing and information technology
- Understanding of Software Development Life Cycle and SQA Methodology and tools
- Knowledge in high level programming languages and testing frameworks
- Strong communication skills with an ability to grasp new things quickly
- Good team player with strong interpersonal skills
- Experience in PC Hardware/Software configurations/installations and upgrades, networking, troubleshooting and technical support
- Green Card holder

TECHNICAL SKILLS:

Platforms: Windows 10/8.1/8/7/Vista/XP, Ubuntu, Mac OS X
Mobile platforms: iOS, Android, Windows Phone
Programming: Java, Perl, Batch, HTML/CSS, XML, JavaScript, SQL, JSON
Networking: TCP/IP, FTP, HTTP, Internet, Intranet
Database: Oracle, MySQL
Virtualization: VMWare Player, Oracle Virtual Box
Web Testing Tools: Firebug, FirePath,
Browsers: IE, Safari, Chrome, Firefox, Opera
Automation: Selenium Webdriver, Jmeter, JUnit, Calabash, RESTful API, Spring
Reporting Tools: Bugzilla, Jira
Developing Tools: Xcode, Android Studio

SOFTWARE TESTING EXPERIENCE:

10/15 – 10/15 QA Engineer, Comprehend Systems, Redwood City, CA

Tested a cloud application that enables ClinOps to continuously improve speed and quality across a portfolio of clinical trials.

- Participating in software Release Validation within a federally regulated environment (FDA)
- Executing testing documentation for computer system validation at release to production in pharmaceutical and medical device environment
- Executed compatibility testing of new version on iPhone, iPad and Desktop browsers
- Provided clear and concise bug reports with attached video and screenshots
- Experience working in teams per GCP, 21CFR Part 11
- SDLC experience including computer system validation (CSV) documentation review and execution
- Risk assessment and mitigation including test incident identification and documentation
- Participating in Agile SCRUM project management activities
- Trained in and performance measured against Standard Operating Procedures to follow Company's SDLC, including Risk Assessment and Business Continuity

- Authored or executed documentation, including Test Script (TS), Test Issue Log (TIL), Test Report (TR), Installation Qualification (IQ), Operational Qualification (OQ), Performance Qualification (PQ), and Validation Report (VR).

09/14 – 10/15 Software QA Tester, ValleyTek Solutions, San Jose, CA

Tested DMT (Data Management tools) - an integrated suite of interchangeable compression Codec's designed to address data storage, data access, and compression performance

- Gathering requirements from technical documentation and use cases
- Created and executed detailed test cases for regression testing and planned test strategy
- Prepared test data with different format (video, images, audio and text)
- Created Batch scripts for automated regression testing with different types of data
- Using Perl for developed own automation script for functional and performance testing with different parameters and testing data
- Ran and maintained automated scripts for performance testing
- Analyzed, collected result performance testing and created test matrix
- Created detailed report for management

Tested web based application for controlling live streaming bodycams for police officers when they are on duty

- Created Test Plan, Test Design and Test scenarios
- Created and executed detailed test cases for regression testing
- Perform functional testing duties of web page and video stream
- Report bugs, resolve issues with the developers
- Developed test automation using Java programming language with Selenium Webdriver
- Developed framework for testing video stream resolution and other video properties using Java programming language and MediaInfo tool
- Used Jmeter to create automation scripts for monitoring response time, lagtime and lagratio for live streaming video with different quantity of users and different video resolution
- Analyzed, collected result performance testing and created test matrix
- Provided support to team members

VIDEO GAMES BETA TESTING:

- Participated in beta testing of World of Warplanes developed by Wargaming
- Familiarized with the requirements and operating procedures published online for game testers
- Participated in game play paying close attention to quality, entertainment, visual appeal, sound, environment, challenge level and overall functionality
- Participated in focus groups, communicated with other gamers to analyze bugs and glitches
- Wrote detailed reports of the initial appearance of a bug, areas of game play and engine function that are affected, and actions taken to re-create the glitch
- Submitted online testing reports documenting bugs supporting findings with screen shots to provide evidence of software issues

EDUCATION AND TRAINING:

- 2015 Software Quality Assurance, Portnov Computer School, Los Altos, CA
- 2015 Information Technology, Portnov Computer School, Los Altos, CA
- 2015 Test Automation with Selenium, Portnov Computer School, Los Altos, CA
- 2015 Mobile Applications Testing, Portnov Computer School, Los Altos, CA
- 2014 IT Essentials, PC Hardware and Software, Cisco Network Academy
- 2014 High School Diploma, School "Dimitrie Cantemir", Cornesti, Republic of Moldova