



Contact

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Blk. 3 Lt. 2, Summerfield Subd., De Castro Avenue, Brgy. Sta. Lucia, Pasig City

Portfolio

<https://portfolio-frncsyvn.vercel.app>

Education

June 2019 - September 2023

Bachelor of Science in Computer Engineering

Polytechnic University of the Philippines

- National Grid Corporation of the Philippines Educate Scholar
- President's Lister
- Dean's Lister

June 2017 - March 2019

Science, Technology, Engineering, and Mathematics (STEM)

Saint Joseph College

- with Honor

June 2013 - March 2017

Bato School of Fisheries

Skills/Tools

- Manual Testing
- Smoke Testing
- Defect/Bug Tracking
- Game Development
- C# Programming Language
- Jira Bug Tracking Tool

Language

English

Filipino

Francis Yvan Navarrosa

Software Quality Assurance

Aspiring professional pursuing a Software Quality Assurance entry-level position to further develop and refine my skills, while expanding my knowledge in the industry. Dedicated to contributing to the success of the company by ensuring the development of high-quality software solutions through testing and a commitment to continuous improvement.

Experience

August 2022 - September 2022

Xurpas Inc. | Makati City, Metro Manila

Quality Assurance Intern

- Identified and tracked defects, while also assisting developers in resolving issues by conducting additional tests.
- Utilized Jira to monitor the bugs and issues identified within the project.
- Conducted Regression and Smoke Testing on the website.
- Formulated comprehensive test scripts for functional testing.

August 2021 - October 2021

Galileo Software Services Inc. | Pasig City, Metro Manila

App Tester Assistant

- Utilized Microsoft Excel to monitor the bugs and issues identified within the project.
- Conducted Functionality Testing on both website and android application
- Formulated comprehensive test scripts for functional testing.

June 2020 - March 2021

PUP College of Engineering Managers of Information Technology

CEMIT Tech Member

- Attended Python Programming workshops
- One of the responsibilities involved delving into the OBS streaming platform and understanding its functionality

Projects

Unify 2D (Android Game)

- School project that I served as the programmer
- Utilized Unity Engine 2D and C# programming language

Last Embrace 2D (Android Game)

- School project that I served as the programmer
- Utilized Unity Engine 2D and C# programming language

Quiz Game (Windows Application)

- School project that I served as the programmer
- Utilized C# programming language

Thriftly (Android Application)

- School project that I served as the Quality Assurance
- Utilized MERN Stack