



Ganesh Kutty

Software Test Engineer

Hi, I'm Ganesh, a motivated individual with a strong appetite for learning. Enthusiastic about acquiring new skills, whether in programming languages or musical instruments. Actively seeking opportunities for personal development and problem-solving.

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WORK EXPERIENCE

Software Test Engineer

Amdocs

11/2019 - Present

Pune, India

Achievements/Tasks

- Successfully delivered incremental changes in the Altice Legacy project with a high success rate and minimal escalations.
- Developed and executed 500+ Test Plans and Test Cases, covering Performance Testing, Network Testing, Security Testing, and Regression Testing.
- Reviewed 200+ user interfaces for functionality and adherence to design guidelines.
- Created 6 automation tools in Python to streamline daily checks and Sanity Testing, contributing to increased efficiency.
- Collaborated with the Automation team to identify efficient and feasible solutions for manual tasks.
- Partnered with software development engineers, gaining a deep understanding of features and architecture before testing.
- Led a team of 7 during the absence of a Test Lead for 6 months, maintaining project integrity and ensuring quality standards.
- Efficient at Testing tools such as HP ALM, JIRA and SBM.



WORK PROJECTS (PYTHON)

Request Response Tool

Developed a tool to retrieve Altice USA's Ecommerce Enterprise Product Catalogue, facilitating website testing and streamlining the process.

Name Description Checker Tool

Developed a project-specific tool for Altice USA's Ecommerce testing, enabling name, description, and price comparisons efficiently.

EID Tool

Crafted a project-specific tool for Altice USA, streamlining retrieval of precise Eligibility ID and FTAX mappings from extensive data combinations.

Check Feasibility

Developed a tool for Altice USA's Fiber testing project, verifying Fiber to the Home (FTTH) port availability at specified addresses.

Netwin Helper

Created a tool to verify FTTH port occupancy at specific locations, providing account/house details if a port is occupied or reserved.

SMC-FQDN Tool

Developed a tool to rectify Media Gateway FQDN in failed orders, addressing instances where the gateway was linked to a different Non Ported Telephone Number (NPTN).



COLLEGE PROJECTS

Virtual Reality Gaming. (04/2016 - 03/2017)

- Created an application designed to monitor user activity during gameplay, transmitting relevant data to a web server through strategically positioned sensors, LEDs, and lasers.
- The primary goal was to advocate for the adoption and utilization of the Internet of Things (IoT).

Bot With Gripper. (08/2014 - 07/2015)

- Engineered a remotely controlled robot featuring a functional gripper, proficient in grasping, lifting, and transporting small objects.
- This robot could be operated both wirelessly through a network and via physical wired connections.



WORK EXPERIENCE

Game Test Engineer

GlobalStep Services Pvt. Ltd.

09/2017 - 06/2019

Pune, India

GlobalStep provides end-to-end Testing focused on Interactive Entertainment and Sports Industries.

Achievements/Tasks

- Conducted Compliance Testing on the Xbox One X platform, ensuring adherence to the latest Xbox One Games and Apps Requirements and Test Cases.
- Wrote and optimized test cases, employing consistent and thorough approaches to maximize testing success.
- Tracked and reported defects in Bug Databases, including Bonsai, Mantis, JIRA, and Test Track Pro.
- Proficient in writing, reviewing, and uploading bugs into databases, contributing to efficient bug management.
- Performed performance testing for Intel on high-end PC configurations across various gaming titles.
- Created and reviewed reports for Clients in the absence of Team Lead, maintaining clear communication channels.
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- Demonstrated proficiency in utilizing tools such as Xbox One Manager, FRAPS, and trdrop.
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Java/Android Developer

Transworld Technologies Ltd.

12/2016 - 06/2017

Pune, India

Achievements/Tasks

- Developed robust Java code for Vehicle Tracking System applications, ensuring efficiency and reliability.
- Utilized expertise in JavaScript, Ajax, and Node.js to enhance Java development, incorporating modern technologies for optimal solutions.
- Maintained and optimized existing applications, ensuring seamless functionality, and designed and delivered innovative new applications.
- Engineered custom mobile applications using native technologies, aligning with client specifications for tailored solutions.



EDUCATION

Bachelor of Engineering

Modern Education Society's College of Engineering

07/2013 - 06/2016

Courses

- Computer Science



SKILLS

Programming Languages: C, C++, Java, Python, RUBY, C#.

Frontend: HTML5, CSS3, JavaScript, Bootstrap, Selenium WebDriver.

Back End: PHP, MySQL, MongoDB, Flask, Django, FastAPI.

Hardware: Beagle Bone Black, Arduino and Raspberry Pi.

Game Development: Unity 2D

Cyber Security: IP Spoofing, Steganography, and Honeypot Implementation.

Basic knowledge of shell programming in Linux, and Assembly Level Programming.

Documentation and Reporting using Microsoft Excel, Microsoft Word and Microsoft Outlook.



ACHIEVEMENTS

Internet Of Things – Changing The Game

Authored an article entitled "Internet of Things – Changing the Game" published in the International Journal of Scientific and Technology Research (IJSTR).

Unique Identification(UID) System

Designed a Unique Identification (UID) system akin to Aadhar utilizing PHP, MySQL, HTML, CSS, and JavaScript as a minor project during the third year of college.

Emerging Cyber World Attack Vectors

Conducted a seminar at the college on "Emerging Cyber World Attack Vectors" and subsequently delivered a comprehensive report on the subject.

Gold & Silver Medals

Attained a Gold Medal in the Open Bout and a Silver Medal in the Kata Competition hosted by the International Shotokan Karate Institute (ISKI).



LANGUAGES

English

Full Professional Proficiency

Hindi

Full Professional Proficiency

Marathi

Full Professional Proficiency

Malayalam

Full Professional Proficiency



INTERESTS



Piano



Football



Rubik's Cube



Waveboarding



Skating



Coding



Gaming



Game Development