Gerard Nicolas

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WORK EXPERIENCE

Wizy Software Labs Inc.   **Quezon City, PH**
Software Quality Assurance Intern   *Sept. 2023 - December. 2023*

- Acquired deep familiarity with the application's functionalities and underlying technologies through thorough exploratory testing.
- Performed manual testing, identifying and documenting issues to enhance product quality and reliability.
- Analyzed requirements and developed test plans, test scenarios, and test cases based on the analysis of documentation to achieve the best result.
- Performed test case executions encompassing functional, validation, and regression testing for both the web and mobile applications.
- Examined the application and identified bugs, escalated issues to developers through reports such as replication of reported bugs, and validated implemented fixes.
- Conducted regular reviews and updates to align the smoke testing script with evolving application features and functionalities.
- Demonstrated a keen eye for detail and precision in scribing tasks during daily scrum ceremonies, contributing to the overall effectiveness of quality assurance processes.
- Developed and maintained detailed documentation on isolated issues, including steps to reproduce, environmental conditions, and potential impact, enhancing the efficiency of the debugging and fixing process.
- Employed debugging techniques and analytical skills to isolate and pinpoint the root causes of complex issues, providing detailed reports to developers for resolution.
- Performed sanity testing to verify bug fixes and ensure application stability.

Lolola Production Team   **Quezon City, PH**
Livestream Assistant Technical Director   *Nov. 2021 - May. 2022*

- In charge of the online event direction and livestream proper.
- Monitor live feed to ensure smooth and uninterrupted streaming.
- Coordinated with the Main Livestream Technical Director and Co-Livestream Technical Director for presentation of scenes whilst live streaming to ensure smooth flow of run of show.
- Ensured materials for livestream are set to ensure efficiency during the run of the show.
- Troubleshoot and resolve technical issues in real-time.
- Engaged in a test stream before each event day in order to practice efficiency for the actual livestream.
- Implement contingency plans for technical failures to minimize disruptions.
- Handled the secondary broadcasting software (Open Broadcaster Software).

EDUCATION

De La Salle-College of Saint Benilde   **Manila, PH**
Bachelor of Science in Information Systems   *Aug. 2019 - October. 2024*

- **Academic Achievements:** Dean's Lister, 2020-2021 | Blazing Bow and Arrow Awardee, 2022

Marist School - Marikina   **Marikina, PH**
High School, Senior High School - Science, Technology, Engineering, and Mathematics   *Aug. 2013 - March. 2019*

- **Academic Achievements:** Bronze Medalist, 2014-2015

SKILLS & INTERESTS

Skills: Good written and verbal communication skills, Able to read and write in English and Filipino, Adaptability, Eager to learn, Process Improvement focused, Tech-Forward, Collaborative, Receptive to criticism, Time management, Team-oriented, Interpersonal, basic understanding of programming fundamentals

TECHNICAL SKILLS

Quality Assurance: Manual Testing, Issue Identification, Documentation, Defect Management, Quality Enhancement, Product Reliability, Test Planning, Defect Tracking, Test Planning, Test Execution, Bug Reporting, User Interface (UI) Testing, Exploratory Testing, Smoke Testing, Regression Testing, Sanity Testing, Functional Testing, Test Management, Analytical Skills

Front-End Development Tools: HTML, CSS, JavaScript, React (basic understanding), TailwindCSS
Web Development Frameworks: Next.js (introductory knowledge)
Deployment Platforms: Netlify, Vercel (basic understanding)
Programming Languages: Java (basic understanding), Python (familiar with)

Others: Basic knowledge of version control systems (Github), prototyping and creating user interfaces using Figma, knows how to utilize MS Word, Powerpoint and Excel, basic understanding of Software Development Life Cycle (SDLC), Agile and Scrum Methodologies, Sprint Planning and Execution, knowledge in Adobe Photoshop, and Open Broadcaster Software