

# Hasibullah Ayoubi

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## EDUCATION

### California State University East Bay

Hayward, CA

*B.S. Computer Science*

*May 2025*

- Cumulative GPA: 3.7/4.0
- MESA (Mathematics Engineering Science Achievement)

## SKILLS & INTERESTS

**Skills:** C++, Java, HTML, CSS, Windows, Linux, MacOS, Git, GitHub, Agile Development, System Design, Docker, Jira, Confluence, Software Testing, Test Automation, Manual Testing, Zephyr, Cypress.io, Postman API.

**Interests:** Mobile Apps, Social Networks, Entrepreneurship, Interactive Technology, Innovation, Soccer, Cricket and Snooker.

## RELEVANT COURSEWORK & PROJECTS

**Courses:** Assembly Language Programming/Computer Organization, Program Design, Advanced Programming with C and C++, Programming Language Concepts, Data Structures, Computing and Social Responsibility, Software Engineering, Linear Algebra, Analysis of Algorithms, Web Development, Discrete Mathematics.

### Checkers Game

Hayward, CA

*Data Structures*

*August 2023*

- Developed an interactive checkers game using C++ allowing users to make strategic moves through the command prompt.
- Implemented user-friendly features, including the option to play against another user on the board.
- [GitHub Link](#)

### Handy Mobile App

Hayward, CA

*Software Engineering*

*January 2024*

- Developed the Handy app for Android, featuring event logging, customizable templates, location tracking, and reminders to improve scheduling and task management.
- Enhanced user experience with streamlined scheduling, reminders, and metadata integration.
- [GitHub Link](#)

## WORK EXPERIENCE

### SiteCapture

Remote

*Software QA Engineer*

*June 2024 – Present*

- Provided software QA services for SiteCapture products, developing detailed test plans, test suites, and test scripts, ensuring both existing and new features met high-quality standards.
- Executed comprehensive manual testing across various product features, resulting in improved reliability and 80% reduction in production issues.
- Collaborated closely with UX designers, developers, QA, and product management teams to identify and resolve critical bugs, improving the user experience by 50%.
- Reported and reproduced bugs with thorough analysis.
- Verified bug fixes, ensuring that product updates were deployed successfully and met or exceeded client expectations.
- Contributed to product improvement discussions by sharing insights based on testing outcomes, influencing user-focused enhancements.