Jeff Gers
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Vision: User experience-focused QA Engineer with a passion for exploratory Mobile/Web testing, and a recent background creating iOS and Web UI end-to-end automation scripts that facilitate efficiency and consistency with release validations.

Test Tools and Methodologies
- XCode, Android Studio, Postman, Chrome Dev Tools, Charles Proxy, Cypress.io, GitHub, Agile, Scrum, Kanban

Recent Professional Experience
Weve (Current) | Software QA Engineer (*contractor*)

TrueCoach (2019) | Software QA Engineer (*contractor*)
- Built Release Validation Test Plans for iOS applications
- Spun up simple Cypress.io Web UI automation frameworks for release validations

DispatchHealth (2019) | Software QA Engineer
- Built and maintained simple XCUITest and Cypress.io UI automation scripts for native iOS and Web applications
- Utilize Chrome Dev Tools to troubleshoot network, web socket and UI bugs for internal Web products
- Product support responsibilities including daily triage, investigation and resolution communication
- New feature and release validation of Android, iOS and both internal and external Web applications

Blinker, Inc (2015 - 2019) | Software QA Engineer
- Built and maintained a lightweight, yet extensive, native XCUITest UI automation framework for iOS application
  - Ran and debugged test suites during Releases
  - Used the framework as a tool for quickly getting into particular application flows
- Contributed to a Cypress.io Web UI automation framework.
  - Some experience building cypress.io tests with reusable methods for exercising various web flows
- Validated API endpoints and mutations using Postman and Insomnia
- Test and troubleshoot iOS, Android, web and responsive web applications as well as internal tools
  - Used native development solutions for debugging and automating
  - Consistently discovered high volumes of bugs that were the most impactful to the user - keen eye for UI
- Helped define specs, user experience, acceptance criteria, and contributed to prototypes for new functionality
  - Vocal member during elaborations who forced teams to think critically about user experience
- Key contributor to weekly release management process of Mobile products
  - Implemented the process of running iOS automation suite against releases
  - Reduced RC test cycle time from 3-5 days of manual testing to 1 hour of automated testing
  - Assisted with build management re: HockeyApp and distribution of apps for internal testers
- Worked with Support and Tech Operations teams regularly
  - Assisted with reproducing difficult customer issues and escalation for triage
  - Collaborated with Ops/Support team members to build better internal tooling to make their lives easier

Past Professional Experience
- Black Pixel (2013-2015) | Mobile QA Engineer (for multiple clients)
- MOGL (2013) | Mobile QA Engineer
- Ubermind/Deloitte Digital (2011-2012) | Mobile QA Engineer (for multiple clients)
- GoDaddy, Inc (2010-2011) | QA Engineer
- Photobucket/Fox Interactive Media (2006-2010) | QA Engineer, Legal Compliance/Product Knowledge Manager

Education
- B.A. Visual FX-Motion Graphics, 2005: *Art Institute of Colorado*, Denver, CO (Graduated with honors)
- Photography-Electronic Media, 2000-2002: *University of Colorado*, Boulder, CO

Mobile App Testing Contributions
Eaton PowerEdge, Every Body Walk!, MOGL, Starbucks, New York Times Now, New York Times Opinion, Storybird, Inspirato, Blinker, DispatchHealth, TrueCoach, Weve