Jeff Gers
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Vision: Experienced full-stack QA Engineer with a focus on organic Mobile and iOS UI Automation test methods. Passionate about taking small companies to the next level by ensuring the quality and integrity of innovative and disruptive technologies while serving as a voice for the User.

Current Tools of The Trade (some level of experience with the following)

- Dev/QA Tools: XCode, Android Studio, Postman, Insomnia, Charles Proxy, Cypress.io, Tower, GitHub
- Experience with: Agile, Scrum, Kanban | Testing methods for mobile, web and API clients
- Recent testing of: Location services, camera/gallery permissions, push notifications/messaging, credit applications

Blinker, Inc (2015 - 2019) | Software QA Engineer

- Built and maintained a lightweight, yet extensive, native XCUITest 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
  - UI Automation is a supplement to my Functional testing techniques, I am a hands-on Tester by trade
- Contributed to a Cypress.io web 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

Black Pixel (2013 - 2015) | Mobile QA Engineer

- *Client A (7 months)* - Integrated into client's team and tested a major rewrite of application
- *Client B (6 months | two iOS apps)* - Brought in to help define QA standards for two iOS applications
- *Client C (1 month)* - Small client with no internal QA. Helped to identify large quantity of bugs, quickly
- *Client D (8 months | iPhone & iPad apps)* - Worked within small team of Black Pixel testers on client apps

Prior Professional Experience

- MOGL (2013) | Mobile QA Engineer
- Ubermind/Deloitte Digital (2011-2012) | Mobile QA Engineer
- 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 Contributions (since 2010):

Eaton PowerEdge, Every Body Walk!, MOGL, Starbucks, New York Times Now, New York Times Opinion, Storybird, Inspirato, Blinker