JUSTEN C. QUIRANTE

SOFTWARE DEVELOPER

EDUCATION

- **Loyola Marymount University** – *B.S. Health and Human Sciences*

- **LearningFuze** – *Accelerated Web Development Program*

PORTFOLIO

- *Portfolio Website*
- *GitHub*
- *LinkedIn*

CONTACT

📍 *Los Angeles, CA*

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HOBBIES

- *Basketball*
- *Photography*
- *Music*
- *Design*

TECHNICAL SKILLS

- **Experienced:** Node.js, Mocha, PHP, MySQL, Express, Python, UI/UX , Materialize, Wireframing, Axios
- **Tools:** Git, Github, JIRA, Trello/MeisterTask, Fiddler, Selenium, Postman, TestRail, VS Code
- **Certifications:** ISTQB Foundation and Advanced Test Analyst Certification

PROJECTS

BookBird – LIVE | GITHUB

A mobile first application that helps university students sell their textbooks by connecting them with students on campus.

- Utilized **React** with **Redux** for the front end libraries and **CSS** and **Materialize** for styling
- Designed and created database schema and used **Node.js** and **express** to pull and access the application user data in **MySQL** via **PHPMyAdmin**
- Incorporated **Amazon S3** to store and access user uploaded images

FindFlix – LIVE | GITHUB

A web application where users can view trailers for the top 20 most recent movies in theatres and find a nearby theatre to catch a flick.

- Created a responsive front end design using **HTML, CSS,** and **Flexbox**
- Implemented The Movie Database and Youtube **APIs** to obtain movie posters, information, and trailers, and the Google Maps and Places API to find nearby theatres
- Utilized **OOP** to create program structure

Student Grade Table – LIVE | GITHUB

*A content management system (**CMS**) allowing users to create, read, update, and delete student grade information from a database.*

- Created a **mobile responsive** Front-End layout using **HTML5** and the **Bootstrap** framework
- Developed functionality to manipulate application data using **Javascript** and **jQuery**
- Connected Front-End to a Back-End database using **PHP** and **MySQL**

WORK EXPERIENCE

Blizzard Entertainment – *Test Analyst* - Irvine, CA (Dec 2012 – Present)

- Released Destiny 2 and Call of Duty Betas with Zero Integration Escapes
- Promoted to full time employee within 4 months of being a contracted employee
- Led test planning and execution for 3rd party integration projects onto the Blizzard Platform
- Mentored fellow analysts in creating test plans and managing risks throughout product lifecycles
- Assisted Software Engineers with log analysis to determine root causes for defects
- Performed acceptance, regression, smoke, and usability testing on various system components to ensure product quality