JUSTEN C. QUIRANTE

SOFTWARE DEVELOPER

EDUCATION

- ◆ Loyola Marymount
 University B.S. Health
 and Human Sciences
- ◆ LearningFuze Accelerated WebDevelopment Program

PORTFOLIO

- Portfolio Website
- **♦** GitHub
- ♦ <u>LinkedIn</u>

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

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 through an API and Ajax calls

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