

JOSHUA MANTO

QUALITY ASSURANCE
TECHNICIAN



09282929473



manto.joshua.ccs@gmail.com



<https://www.linkedin.com/in/joshua-manto-19466a267/>



<https://github.com/mantojoshua>

About Me

I'm a passionate quality assurance technician passionate in game and skilled in Python, Javascript, and Java. Using my skills learned from software development and my passion with games I create innovative solutions by blending programming and gamification.

Portfolio

Visit my portfolio: <https://mantojoshua.github.io/>

Skills

Quality Assurance

- Supported current team's test case writing
- Created mini tools to enhance productivity (js)
- Consistently aligned with leadership to improve workflow
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Software Development

- Developed mobile apps with Cordova and Ionic
- Developed web apps with PathJS , SlimPHP
- Desktop Application Development with Electron
- Published and Managed updates in Google Play and Appstore
- REST API testing (Postman)
- Automation testing (Selenium Python)
- CMS with Wordpress(Woocommerce)
- AWS Server Management(EC2)

Game Development

- Mobile game development with Unity and Godot(C#,Gdscript)
- 3D modelling and rigging with Blender
- Developed crossplatform game with Phaser, Electron and Capacitor JS

Experience

Testronic Labs

January 2024 - June 2025 1 yr and 5months

Quality Assurance Technician

Tested videogames and filed bugs to make sure it is bug free and aligned with the standards of modern gaming

Avasia Information Systems, Inc March 2023 - January 2024 1yr

Software Developer

Designed and developed mobile apps and web application for partner companies and improved existing systems

Achievements

- Secret6 GameJam 2024
- AWS Cloud Quest: Cloud Practitioner
- TESDA National Certificate II: Computer System Servicing
- AWS Building a Generative AI-Ready Organization
- Cisco Networking Academy: CCNA