Prakrit Baidya

https://github.com/prakrit79
baidya.prakrit@gmail.com

Highlights

- Experience working as Test Automation Engineer for User Interface and Middle Tier.

- Experience working in an Agile software development environment.

- Ability to code using multiple programming languages. (Java, Python, JavaScript)

- Worked on several projects during hackathons to conceptualize and develop creative solutions to solve real world problems

Technical Skills

C and C++	Eclipse	HTML/CSS	Java	JavaScript	JIRA
JSON	MongoDB	Python	Selenium	SQL	Test Automation

Work Experience

QA Automation Test Engineer (Absolute software)   **January 2017-September 2017**

- Important contributor on an agile application feature development team. Provided input during sprint planning and retrospectives to help the team estimate stories and technical tasks.

- Ensured high standard of the Absolute Web application by designing, scripting, maintaining and executing automation tests for UI and Middle Tier as well as regression and end-to-end tests. Used SoapUI and Groovy to write middle Tier automation scripts and Java to write UI automation scripts.

- Significantly reduced the testing time and improved the accuracy of the test results of two of the most important features of Absolute software (Device Analytics and Software Catalogue) by converting a large number of Middle tier manual tests to automated tests.

- Designed, executed and maintained the automation test project for one of the new flagship feature of Absolute software from scratch

Skills: Agile methodologies, Selenium, SCRUM framework, JIRA, SoapUI, Automation testing, Git, Groovy, Java

Technical projects

Clinic Database   **May 2018**

- Web application that helps a medical clinic organize prescriptions and schedule appointments between doctor and patients. Used Node JS for the back end and Vue JS for the front end along with SQL for database queries.

Skills: CSS, HTML, ElephantSQL, Node JS, SQL, Vue JS

North West Hackathon 2017   **February 2017**

- Designed a website that plots a graph of music artists' upcoming and past concerts using Bands In Town API and Google maps API.

- Implemented a heat map that shows the density of an artist's concerts in a particular location on a map.

- Contributed to the back-end of the project by writing a Javascript function to parse the JSON concert data fetched from the Bands In Town API. Stored the data into a dictionary structure with keys such as concert date, artist name, venue, latitude and longitude for easy data accessibility and plotting.

Skills: Google maps API, Bands In Town API, JavaScript, and JSON

North West Hackathon 2015   **February 2015**

- Designed a simple android game to teach garbage sorting.

- Implemented the Garbage class of the game. The garbage class had properties such as a name, x-position, y-position and type. Wrote a boolean function to check whether the garbage object was put into the correct Bin.

Skills: Javascript, Processing for Android

Education

University of British Columbia   **Completion Date: January 2019**

Bachelor of Science in Computer Science

Activities/Interests

Vice-President Grass Root Soccer UBC   **March 2016- December 2018**

- Grassroot Soccer UBC is affiliated with the Grassroot Soccer Foundation which is an international non-profit organization that uses the passion of soccer to save lives by preventing the spread of HIV. Responsible for event planning, booking venues, running executive meetings and logistics for organizing fundraising soccer themed events at UBC.

Volunteer Experience

Volunteer at Thunderbird Elementary School   **February 2016**

-Designed lesson plans and taught students of grade 3-4 about Planets and Space

Volunteer for Tech Trek Workshop UBC   **March 2015**

- Helped to introduce high school students to basic programming through the use of the Greenfoot program