Email : **ashishagg6@gmail.com** Mobile : **9373369694**

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| Career Objective: |

Seeking a challenging and rewarding opportunity as **Agile Scrum Master** in an organization that recognizes and utilizes my potential, analytical & technical skills.

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| Personal Information: |

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| Full Name : **Ashish Agarwal**  Date of Birth : 01/12/1989  Sex : Male  Nationality : Indian  Languages Known : English, Hindi | **Current Address:**  1213, Station Road, Near Taparia Mills, Mainpuri, U.P. - 205001 |

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| Professional Summary: |

* Rich experience of **5.5+ years** particularly in **Agile Scrum Master** rôle where I’m involved in supporting the release train and the scrum teams with functional solutions, development processes, project planning and execution and do the delivery management.
* I am an **Agilist and Scrum Master Enthusiast** who enjoys tailoring processes and tools for the benefit of the team and the client, work experience includes contribution in both collocated and distributed environment.
* Having combined total experience of around **7 years** also in **Desktop & Web Application Testing/Mobile Application Testing/Mobile QA** on various Enterprise Applications within **Agile** environment.
* Currently working with **Larsen & Toubro Infotech Ltd.** as dedicated **Scrum Master.**
* Worked with **AAPC India**, **Noida (Uttar Pradesh)** as **Scrum Master & QA Level III**.
* Worked with **Synapse India Outsourcing Private Limited**, **Noida (Uttar Pradesh)** as **Scrum Master & Software Tester.**
* Worked with **OPPO Mobiles India Private Limited**, **Gurgaon (Haryana)** as **Scrum Master & Test Engineer**.
* Worked with **Babel Media India Private Limited**, **Gurgaon (Haryana)** as **Scrum Master & QA Tester**.
* Worked with **Global Step Services Private Limited**, **Pune (Maharashtra)** as **Test Engineer**.
* Expertise in Adhoc Testing, Unit Testing, Functional Testing, Regression Testing, Compatibility Testing, Smoke Testing, Performance Testing, Acceptance Testing, Localization Testing, Integration Testing, Sanity Testing*,* System Testing*,* Installation Testing, Positive/Negative Testing etc.
* Involved in identifying, designing and writing **Test Plan**, **Test Cases**, **Test Suite Execution, Test Data** and **accurately report problems** found during testing including **verifying all the fixes**.
* Good experience in **Defect Logging Tools** like **Bugzilla**, **RTC, JIRA**, **Mantis** and **Dev Track**.
* Experience in **Bug Life Cycle**, **Agile Scrum Methodology**, **Responsive Web Design Technology** and **Zephyr** **Test Management Tool**.
* Hands-on experience in **Agile Project Management**, **SDLC** and **Mobile Device Application Testing.**
* Hands-on experience in **Native, Web and Hybrid Application Testing** on various platforms like **iOS, Android & Windows.**
* Well versed in API testing using **POSTMAN** tool.
* Expertise in **Agile Methods** like **Scrum**, **Kanban**, **XP, TDD**, **FDD**, & **SAFe.**
* Experience with widely successful **Agile Techniques**: User Stories, TDD, Continuous Integration, Continuous Testing, and various estimation techniques.

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| Work Experience: **Scrum Master, L&T Infotech Ltd.** |

* Working as a Scrum Master and leading the team of **07** resources to deliver quality product in cadence.
* Working with Product Owner in creation and maintenance of Product Backlog, negotiate the minimum viable product for delivery.
* Helped with prioritization and resolution of software defects, facilitating for getting the work done without compulsion, assigning, or dictating the work.
* Organizing project planning meetings, daily stand-up meetings, Backlogs, reviews, retrospectives, sprint release planning, demos, and other Scrum ceremonies.
* Coaching team members on Agile principles and providing general guidance of the Scrum Methodology.
* Engaged with other “Scrum Masters” to increase the effectiveness of the application of process in the organization.
* Interfacing with Program Management to ensure project goals and requirements are being met.
* Removing impediments by finding the right staffs to solve the impediment. Take responsibility of delivery and management of the tasks.
* Tracking and effectively communicating team velocity and sprint/release progress to all affected teams and management.
* Updating Agile tracking systems like JIRA to provide transparency on product and sprint backlogs.
* Drive rigorous, regular product releases across multiple teams & complex software products.
* Engage with customers and product managers to ensure that product delivery obsessively aligns with customer value creation.

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| Projects Handled: **Software Testing** |

1)

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| **Project: Rosetta Stone** | **Duration: 1 Year** | **Team Size: 12** |

**Platforms:** Android, iOS, PC

**Tools Used:** TestRail, JIRA, Zephyr, X-Code, SpiraTest

**Description:** Rosetta Stone is a [computer-assisted language learning](https://en.wikipedia.org/wiki/Computer-assisted_language_learning) [software](https://en.wikipedia.org/wiki/Software). The software uses images, text, and sound to teach words and [grammar](https://en.wikipedia.org/wiki/Grammar) by [spaced repetition](https://en.wikipedia.org/wiki/Spaced_repetition), without translation. In writing exercises, the software provides an on-screen keyboard for the user to type characters that are not in the [Latin alphabet](https://en.wikipedia.org/wiki/Latin_alphabet).

**Roles and Responsibilities:** Involved in Internationalization, Globalization & Localization Testing, executing the various test cases in many different languages in Zephyr test management tool, performed Regression & Validation Testing, and most importantly, coordinated on the daily basis with the testing onshore client team just for planning the iterations and reporting the status of the project via Daily Status Calls and Chats.

2)

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| **Project: Club Penguin** | **Duration: 7 Months** | **Team Size: 10** |

**Platforms:** Android, iOS, PC

**Tools Used:** Dev Track, Zephyr, X-Code, TestRail

**Description:** Club Penguin is a massively multiplayer online game involving a virtual world containing a range of online games and activities. Players use cartoon penguin and play in a Winterset virtual world.

**Roles and Responsibilities:** Involved in penguin key rotation & verification testing, test case execution in Zephyr test management tool, performed Regression Testing and also directly interacted with the client on calls whenever required.

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| **Project: Website Testing** | **Duration: 11 Months** | **Team size: 9** |

**Platform:** PC and iOS

**Tools Used:** Mantis, X-Code, Browsers

**Description:** The website which gives us the detailed information about the company and its clients.

It also delivers information about the testing services which is provided by the company like Home, About, Client, Contact Us etc.

**Roles and Responsibilities:** Web and Mobile Tester to perform Functional Testing, System Testing, Regression Testing and execute the various test cases on Test Management Tool.

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| **Project: WATCH ABC** | **Duration: 10 Months** | **Team size: 11** |

**Platforms:** Android and iOS

**Tools Used:** JIRA, Zephyr, X-Code

**Description:** WATCH ABC enables the user to view the ABC network live or full episodes on various 5devices like smart phones, tablets, computers and many more. It puts full access to the network right into the user’s hands at home or on the go.

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**Roles and Responsibilities:** Functional Testing, Localization Testing, Standard Testing, Regression Testing & Test Cases execution in Zephyr tool.

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| Educational Qualifications: |

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| **Exam** | **College/Institute** | **University/Board** | **Year** | **Percentage** |
| PG-DAC | Infoway Technologies Pvt. Ltd. | C-DAC | 2013-2014 | 62% |
| B.Tech (CSE) | Maharishi Markandeshwar  Engineering College (MMEC) | Maharishi Markandeshwar  University | 2009-2013 | 6.92(CGPA) or 69.20% |
| XII | St. Thomas Senior Secondary School | I.C.S.E | 2009 | 61.83% |
| X | St. Thomas Senior Secondary School | I.C.S.E | 2007 | 60% |

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| Extra-Curricular Activities: |

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| Event Participation | * Certificate of Appreciation for securing a good position in Cricket   Tournament conducted by TROJAN Computer Society.   * Captain of my School Cricket Team. |

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| Personal Attributes: |

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| Hobbies | * Playing computer games, cricket, football and listening to English music etc. * Travelling and exploring new places. |

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| Strengths | * Ability to work under pressure and in a new and challenging environment. * Willingness to do work with passion in a team and to accept the changes. * Willingness to learn new concepts, ideas, and seriousness towards work. * Having positive attitude towards work. * Fluent communication and interaction in English, adaptable and hard working. |

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| Declaration: |

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| I hereby declare that the information given above is true to the best of my knowledge and belief. |

(Ashish Agarwal)