Contact

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Top Skills

TypeScript
Artificial Intelligence (AI)
SQL

Certifications

Google Cloud Platform
Fundamentals: Core Infrastructure

Essential Google Cloud
Infrastructure: Foundation

Essential Google Cloud
Infrastructure: Core Services

Autodesk AutoCAD User
Certification

Python for Data Science

Publications

Deep Learning-Based Big Data
Analytics Model for Activity
Monitoring of Elderly People

Raahul John

Solutions Architect at Botpress | Expertise in Agentic AI Solutions |
Full Stack Web Development
Montreal, Quebec, Canada

Summary

I'm a Software Developer and Quality Analyst passionate about
building seamless, user-centric applications and ensuring top-notch
software quality. With expertise in React.js, Node.js, Express.js,
MongoDB, and RESTful APIs, I've delivered robust full-stack
solutions that enhance user experiences and drive efficiency.

As a Functional Quality Analyst, I've played a key role in streamlining
game launches by identifying and resolving critical issues, ensuring
smooth performance across platforms. My collaborative approach
with development teams has consistently improved product stability
and user satisfaction.

At EA Sports, I contributed to the success of new game releases by
conducting thorough evaluations and delivering actionable insights to
address gameplay interruptions. My attention to detail and proactive
problem-solving have been instrumental in delivering high-quality
products on tight deadlines.

I thrive in dynamic environments where innovation and collaboration
intersect. Let's connect and explore how we can create impactful
solutions together!

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Experience

Botpress
Solutions Architect
March 2025 - Present (1 year)
Montreal, Quebec, Canada

Side
Functional Analyst
September 2024 - March 2025 (7 months)
Montreal, Quebec, Canada

• Analyzed more than 60 issues weekly during quality assessments which directly contributed to a smoother launch process for new game releases in an environment with tight deadlines.
• Executed comprehensive quality assurance tests on PC, console, and mobile games and documented findings to fix the biggest causes of gameplay crashes affecting player retention.
• Coordinated with developers to ensure the bugs are fixed and performed regression testing on them.

Electronic Arts (EA)
Game Analyst
July 2024 - August 2024 (2 months)
Montreal, Quebec, Canada

- Conduct thorough testing of video games across various platforms (PC, consoles, mobile) to identify bugs, glitches, and performance issues.
- Document and report identified issues.

Education

Concordia University
Master's degree, Applied Computer Science · (January 2022 - April 2024)

Karunya Institute of Technology and Sciences
Bachelor of Technology - BTech, Computer Science · (2017 - 2021)