EUY JANG

Junior Frontend Developer with a background in QA

email | euyjang05@gmail.com
repo | github.com/strudel05

phone | +1 (514) 677-7994 portfolio | www.euvjang.com

SKILLS

Languages & Technologies: HTML5, JavaScript, TypeScript, C, React, Next.js, Node.js (familiar), Redux, React Router, REST/Web API, GraphQL, Git, Webpack, Parcel, NPM, Jira, Agile, Quality Assurance Styling: CSS3, Tailwind CSS, Styled Components

NOTABLE PROJECTS

- 1. Forkify | Recipe saving app built on pure JavaScript | JavaScript, MVC
- 2. Jobster | Single-page web app for job tracking | React, Redux, Styled Components, React Router
- 3. Comfy Sloth | E-commerce furniture store | React, Styled Components, Stripe, Node.js
- 4. Github Users | Website for viewing Github users' statistics | React, Github API, Auth0

WORK EXPERIENCE

GlobalStep, Game QA — Montreal, QC

May 2019 — Jun 2022

Various Roles and Promotions

Talent Development Manager

Jan 2022 — Jun 2022

- Create and update SOP documentation for project management.
- Mentor team leads on their leadership skills.

Senior Localization Game QA Lead

Sep 2020 — Jan 2022

- Oversee localization QA of over 40 videogame titles on mobile, web, PC, console, and VR.
- Work closely with development teams from Facebook (now Meta), SEGA, etc.
- Ensure successful submission, release and post-release QA support of high-profile games.

Localization QA Test Lead

Sep 2019 — Sep 2020

- Effectively relay project requirements to multilingual QA testers from Europe, Asia and South America using plain B2 English.
- Create exceptionally smooth QA experiences for developers by screening bugs for accuracy and clarity and reducing backlogged bugs.
- Run and update automated test scripts for various forms of testing including regression.

Localization QA Tester

Jun 2019 — Aug 2019

- Execute tests on PC and mobile games within strictly established production deadlines.
- Capture, escalate, and track bugs in JIRA following established Agile procedures.
- Develop and disperse new testing methodologies to better comply with project standards.

EDUCATION