BONUS DOCUMENTATION:

Suggest 2–3 process improvements you'd propose if you joined as the first QA hire.

Include a short writeup on how you approach exploratory testing.

I have experience working with fellow QA Team, developers, product managers, Senior QA and CTO.

So, I would suggest Foster Collaboration between QA and all other teams like development, product management and QA team.

Encourage regular communication and collaboration between QA and development teams. This can be achieved through:

To know the acceptance criteria, epic, story points and developer working on the feature and all the designs like Figma Adobe whichever is available and most importantly communication with the other teams to give a defect less feature.

- Regular Meetings: Hold daily stand-ups or weekly meetings to discuss progress, blockers, and upcoming tasks.
- **Shared Tools**: Use collaborative tools for tracking requirements, test cases, and defects.
- **Peer Reviews**: Implement code and test case reviews to ensure quality and share knowledge.

Making QA Process Improvements:

Begin by analyzing the current development and testing workflows to identify gaps and areas for improvement. Develop a structured QA process that includes: <u>BrowserStack</u>

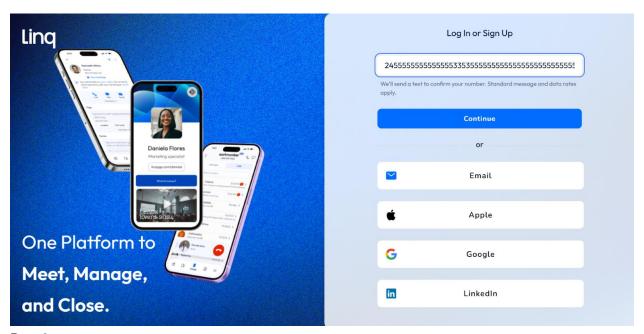
- Requirement Analysis: Ensure that all requirements are clear, complete, and testable.
- **Test Planning**: Create comprehensive test plans that outline the scope, objectives, resources, schedule, and deliverables of the testing activities.
- **Test Design and Execution**: Develop detailed test cases and execute them systematically.
- Defect Management: Implement a robust defect tracking system to log, prioritize, and manage bugs effectively.

 Reporting and Metrics: Establish reporting mechanisms to track testing progress, defect trends, and quality metrics

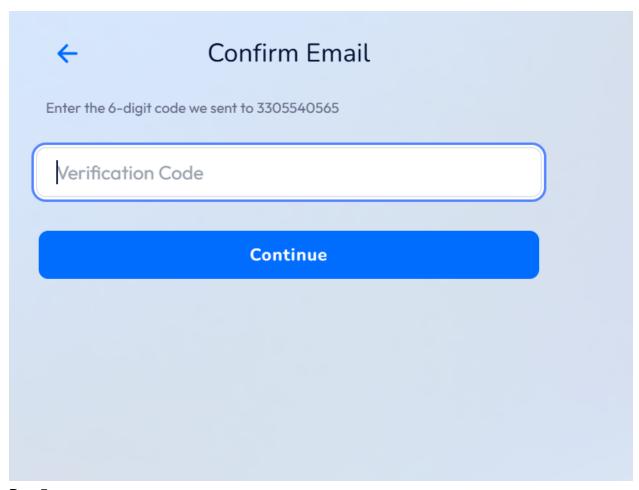
Exploratory Testing: I have carried out all the types of testings like UAT, Functional, Regression, Accessibility, Exploratory, Adhoc, Black Box Testing, White box Testing, Testing with tools like Selenium, Katalon Studio, Postman, Charles Proxy where the exploratory testing plays an interesting fact It is a hands-on approach where testers actively interact with the software without predefined test cases. They use their experience and intuition to discover issues, especially those related to user experience and unexpected scenarios. This method helps uncover defects that scripted tests might miss by allowing testers to learn about the application, design tests, and execute them simultaneously.

Attached pictures of the bugs:

Bug1:



Bug 3:



Bug 5:

