

Elias Medina Navarro

Sr QC Lead Analyst en Globant

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Summary

I'm a Professional QA and QC Analyst currently working at the offices of Globant Argentina involved in Deloitte Projects. I'm also involved in the implementation of automation frameworks using Selenium Webdriver and similar products and creation of testing tools for the test teams.

In the past I've worked with several high profile companies like Tribune, Bioware and Electronic Arts for several projects such as the Origin Client for Mac platform, Medal of Honor and FIFA franchises. Also as a compatibility tester for the famous music player Winamp, and beta testing for the web browser Mozilla Firefox as part of Aurora Channel.

- Formerly Mozilla Aurora Channel collaborator and tester.
- Formerly beta tester and compatibility tester for Winamp.

Automation:

- Python
- Watir
- TestMaker
- Android Automation
- IOs Automation
- Design and implementation of automated test suites
- Script Coding
- Java Development for Testing needs.
- Automation with .NET and Webdriver.
- Web Automation with Java, Maven, TestNG and Selenium WebDriver.
- Web Automation with WebdriverIO (NodeJS, JS, Spec, Mocha, PixelMatch)

Project management platforms used:

- JIRA, TFS, Devtrack, Skynet, ExtraView, TestTrack, Bugzilla, EA B4Bug, Gemini, OnTime.

Some of projects I been involved in the past (Gaming Industry):

-Electronic Arts FIFA 14, Electronic Arts Origin Client for Mac, Electronic Arts Medal Of Honor Warfighter, Electronic Arts FIFA 13, Electronic Arts Bioware Mass Effect 3, Electronic Arts Canada, FIFA 12 3DS, Electronic Arts FIFA 12 and FIFA 12 DLCs, Electronic Arts FIFA 12 EURO, Foundation 9 Entertainment Gremlins Gizmo.

Skills:

- Work flow organization and distribution.
 - Test Crew Agile organization.
 - Bug Reporting.
 - Client Communication.
 - Test Cases creation.
 - Web Automation
 - Coding of Testing Tools & Helpers
 - Software Testing Coaching.
 - Programming basics for testing procedures.
 - Code Analyst.
 - Core Tester.
 - Mobile Tester
 - Software debugging with Visual Studio.
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Experience

Sr QC Lead Analyst at Deloitte & Globant
agosto de 2016 - Present

Working as a QC and QA analyst. Providing quality assurance and quality control processes for key projects and new web applications under active development.

Ssr QA-QC Lead Analyst at tronc (formerly Tribune Publishing)
diciembre de 2014 - agosto de 2016 (1 año 9 meses)

We've completed MSA project for Tribune Publishing. Now we moved to MDM, a data management project in which we need to purge all Tribune customers' data from duplicates and outdated records while providing all Tribune enterprise systems with a new data management framework. The new framework will provide the sales rep with a solid knowledge of all customer data and market specific data so they can successfully make complex business decisions. From a System perspective this new data management process should stop the uncontrolled creation of duplicated customers in all Systems, maintaining and keeping customers' data updated and tied to a master record. This means lots of new things to learn, and a bunch of new exciting challenges to sharpen skills.

Ssr QA-QC Lead Analyst at tronc (formerly Tribune Publishing)

marzo de 2014 - enero de 2015 (11 meses)

I'm working with Tribune Company this time as a Globant's offshore resource, working with a development team located in Los Angeles and Chicago. I'm planning, performing and monitoring, QA and QC tasks over several systems which are all handled from a single mobile app. I'm also performing automation on this mobile app and helping to debug and improve the framework used. We are a small team, but we are passion driven. A big thanks to all the people involved in this exciting project.

QC Lead Analyst at Globant & Schell Games & Amplify

agosto de 2013 - enero de 2014 (6 meses)

I'm working on an educative project for Schell Games and Amplify. This time taking care of the Quality processes performed on iOS devices as well as providing UI/UX feedback, aiming to create a really good usage experience of the products being developed while assuring the overall quality and functionality of the specified requirements.

Semi Senior QA Lead Analyst at Globant

abril de 2013 - agosto de 2013 (5 meses)

I'm currently working on the next release of one of the biggest multiplatform football games on the market, FIFA 14. My role in this project is to take care of the QA/QC validations for the Kinect & Move technologies as well as the overall stability of the title on all supported platforms. Another huge project to work on and sharpen the skills.

QA/QC Analyst Test Lead at Globant

octubre de 2012 - abril de 2013 (7 meses)

I was working with EA once again, this time with Montreal, Vancouver and RedWood Shores offices. It was a really nice experience to work on the Mac platform, testing and improving a new piece of software, which at this moment, is available for all Mac users around the world. We've verified and validated a huge software catalogue to ensure they work well with Origin for Mac. Thanks to the incredible team we've arranged for this project for all the hard work they've put in this project, and thanks to EA leads for continuously support our QA/QC work.

QA Lead at Globant of the FIFA 13 CG Test Team for Electronic Arts Canada at Globant

marzo de 2012 - noviembre de 2012 (9 meses)

FIFA 13 is done, The test project for EA Canada as QA Test Leader for FIFA 13 CG has ended, it was a great experience, now is time to keep working.

I'm taking the lead step again of the Globant QA Test Team, this time working for EA Los Angeles, performing QA processes for the upcoming EA title: Medal Of Honor Warfighter.

Some of my responsibilities and skills are:

- QA Test Lead at Globant of the Medal of Honor Warfighter test team leading a group of 40 FTEs.
- Agile workflow organization.
- Constant communication with the EA core team and EA development Team.
- Workgroup Scrum Meetings.
- Test Plan Analysis.
- Design and Execution of Automation Scripts working close with Automation experts from HTC Studio.
- Defining requirements for testing cases.
- Creation and execution of test cases.
- QA Coach for new hired testers.
- Bug find and reporting.
- Network stability analysis for specific hardware platforms.
- Daily stability reports.
- Performance tests.
- Stress testing.
- Wireless and wired peer to peer connectivity tests.
- Smoke test execution on any new build arrival.
- Risk assessment and mitigation processes.

QA Lead at Globant: EA Los Angeles Medal Of Honor Warfighter at Electronic Arts Los Angeles and Globant

2012 - octubre de 2012 (10 meses)

QA Lead at Globant: EA Los Angeles Medal Of Honor Warfighter (Finished)

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QA Analyst For Electronic Arts at Globant

marzo de 2011 - abril de 2012 (1 año 2 meses)

- Electronic Arts Canadá
- Electronic Arts BioWare studio
- Foundation 9 Entertainment.
- Mozilla Aurora Collaborators.

Education

Universidad Nacional de La Plata

Licenciatura en Informática, Informática, Desarrollo de Software, Control de calidad en el Software., 2004 - 2008

Universidad Nacional de La Plata, Facultad de Bellas Artes

Licenciatura en Historia del Arte, Artes, 2007 - 2009

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[Contact Elias on LinkedIn](#)