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Personal statement

As a QA engineer with a strong foundation in physics from my undergraduate studies, I bring a blend of technical knowledge and inquisitive nature to my role. My physics background gave me a solid understanding of mathematical and scientific principles, which I find invaluable in both manual and automated software testing.

I approach my work with the curiosity of a scientist, always eager to delve into the intricacies of how and why things work the way they do. This curiosity extends beyond mere functionality, I am keen on understanding the broader impact of the products I test, striving to ensure they genuinely benefit the end-users.

Empathetic and caring nature, combined with my technical skills, makes me a valuable team player. I thrive in environments where I can collaborate with diverse teams, sharing my findings and learning from others, all while working towards enhancing products that make a difference in people's lives.

SKILLS & QUALIFICATIONS

Technical Skills:

- Proficient in **Typescript/Javascript** and **Python** for programming
- Developed frameworks for web UI and API automation using **Playwright/Cypress** with **Typescript**
- Skilled in performance testing using **k6** and **Javascript**
- Competent in **SQL** queries and database testing
- Experienced in UI mobile automation for iOS and Android using **Maestro**
- Knowledgeable in **Docker & Kubernetes** deployment and management
- Expertise in web scraping with **Scrapy** & **Python** integrated with **Playwright** automation
- Proficient in setting up and managing **CI/CD** pipelines with **Github Actions**
- Experienced in utilizing **AWS** for cloud-based solutions and services

Previous Work Experience

May 2023 - Present : QA Engineer at **Mindera (https://mindera.com)**

- **Project:** Multiplayer gaming microservice layer using GCP, Docker and Kubernetes written in GO and interface in ReactJS.

- Key Responsibilities:

- **Test Automation Design and Implementation:** Design, develop, and maintain automated test scripts for **Web UI** and **API** layers using **Playwright** and **Typescript**

- **Test Execution and Reporting:** Execute automated test suites, ensuring timely detection of defects, and generating detailed reports to provide insights into the software's quality.

- **Framework Development and Maintenance:** Continually enhance our automation framework, incorporating best practices to ensure its scalability and maintainability.

- **Integration with CI/CD:** Collaborate closely with the DevOps team to integrate the automation suite into the pipeline, using **Actions & Gitlab**

- **Performance testing** using **k6** scripts in **Javascript** to perform load, stress and spike tests

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Jul 2022 - May 2023 : QA Automation Engineer at Nagarro (https://nagarro.com)

Project: Web UI tool that medical researchers are using for analyzing, monitoring, reporting on data related to Alzheimer

Key Responsibilities:
- Developed a custom automation framework for web UI testing from the ground up, leveraging **Playwright** and **TypeScript**, and incorporating a Behavior-Driven Development (BDD) methodology with Cucumber and Gherkin syntax. Additionally, employed the Page Object Model (POM) design pattern for ease of maintenance
- Responsible for ongoing framework enhancements and adjustments as required

- Created and updated both manual and automated test cases

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May 2021 - June 2022 : QA/QC Engineer at Gamemine (https://gamemine.com)

Project: Amen - Christian meditation application + CMS
- Test case creation and execution for the mobile application under test

- Maintaining and modifying existing UI & API automation test cases in **Selenium Webdriver**
with **Python**
- Manual API testing using **Postman**

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May 2020 - Dec 2020 : Lead QA Game Tester at **Quantic Lab (https://www.quanticlab.com)**
Project: Cannot disclose due to NDA
Oversight, mentorship and daily task allocation over a team of 15 QA's consisting of junior and mid level

- QA mentorship and bug review
- Test case maintenance/modification
- Daily build installation on PS4/PS5/Xbox One and Nintendo Switch
- Bug reporting and reviewing
- Daily activity reports

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April 2019 - Dec 2019: Lead Mobile QA Game Tester at **Gameloft - London office (https://www.gameloft.com)**

Daily task allocation, bug reports verification for a team of 5 QA's consisting of mid level QA testers

- Test case maintenance/modification and review based on the feature under test
- Daily activity reports
- Weekly calls with gamers designers/dev for future features coming to test

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Dec 2017 - April 2019: Senior Mobile QA Game Tester at **Gameloft - London office**

(https://www.gameloft.com)

Projects: Asphalt 8, Asphalt 9, Gangstar Vegas, Gangstar New Orleans, Modern Combat 5, March of Empires, Dragon Mania Legends, Disney Magic Kingdom, Iron Blade, City Mania,Dungeon Hunter 5, My Little Pony, Despicable Me 2, Spider Man Unlimited, Asphalt Xtreme, Sniper Fury, Blitz Brigade, Gangstar Vegas, LEGO Legacy, Modern Combat Versus, Paddington Run, Order&Chaos 2, Zombie Anarchy

- Test case creation execution
- Bug reporting

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Feb 2016 - Dec 2017 : Mobile QA Game Tester at **Gameloft - London office (https://www.gameloft.com)**

Projects: Asphalt 8, Asphalt 9, Gangstar Vegas, Gangstar New Orleans, Modern Combat 5, March of Empires, Dragon Mania Legends, Disney Magic Kingdom, Iron

Blade, City
Mania, Dungeon Hunter 5, My Little Pony, Despicable Me 2, Spider Man Unlimited, Asphalt Xtreme, Sniper Fury, Blitz Brigade, Gangstar Vegas, LEGO Legacy, Modern Combat Versus, Paddington Run, Order&Chaos 2,Zombie Anarchy

-General test case execution and bug reporting at different test levels (exploratory, performance, smoke, regression)
   -Network connectivity and multiplayer testing
 - Memory stress testing and interrupts
 - IAP(in-app purchases) and ad campaign testing through CRM tools

EDUCATION & TRAINING
Romania:
High-school : Colegiul Tehnic Aiud - Alba - Romania - Sept 2007- July 2011
University : Bachelors at Babes Bolyai Technological Physics, Cluj Napoca - Sept 2015

UK - Birmingham
University: Arden University - Computing - started Sept 2023

Language Skills:
● English: C1 (reading – writing – conversation).