

WILSON JAVIER ORTIZ MORALES

Software engineer - QA Tester

PROFILE

I am a seasoned and results-driven Senior QA Tester with over 7 years of extensive experience in the IT industry, specializing in software development, testing, and release processes. My diverse skill set spans various programming languages, databases, and design tools, enabling me to excel in my role. I have amassed plenty of invaluable experience working with leading companies in diverse sectors, including Food, Insurance, Banking, and Trading. My expertise extends to testing a wide spectrum of applications, including Client/Server, mobile, and web-based systems.

My proficiency in automation testing sets me apart, with a strong command of Selenium WebDriver, BDD Cucumber, and API testing. I am well-versed in mobile testing and equally adept at manual testing when necessary. I bring a holistic understanding of the Software Development Life Cycle (SDLC) and a keen grasp of Defect Management Lifecycle, ensuring robust and reliable software products.

I am dedicated to ensuring the highest quality standards in software development by leveraging my experience, technical acumen, and passion for innovation. I am committed to delivering solutions that not only meet but exceed client expectations while driving efficiency and effectiveness in the testing process.

Furthermore, I have experience in video game programming using Unity, which enhances my ability to effectively tackle technical challenges and provide creative solutions.

EDUCATION

District University of Bogotá F. J. C.

2007 – 2015 Degree obtained: System engineer

EVAD

2022 - Current. Master in game design and development

International Software Testing Qualifications Board

October 2019 ISTQB foundation level

Sena - Colombia Bogotá

2011 Degree obtained: Technical Specialist in animated content production for video games.

WORK EXPERIENCE

EPAM

January 2022 to the present day. QA Tester. My responsibilities encompass a broad spectrum of activities, emphasizing both manual and automated testing, test planning, defect management, and mentorship. Proficiently employ C# and NUnit to maintain the existing automated test scripts, enhancing the efficiency and effectiveness of our QA processes. Execute automated test suites systematically to validate the functionality and reliability of clients' applications. Collaborate closely with development and product teams to refine and optimize automated test scripts, ensuring they remain aligned with evolving application requirements. Assume a proactive role in planning and estimating QA activities, ensuring comprehensive test coverage while meeting project timelines and resource constraints. Collaborate with cross-functional teams to define test strategies, scope, and objectives, aligning QA efforts with project goals and client expectations. Design meticulous test plans encompassing both manual and automated test cases, covering a wide range of application scenarios. Implement testing strategies that encompass exploratory manual testing as well as automated regression testing, minimizing the risk of defects escaping to production. Diligently identify, document, and report defects using established defect-tracking tools, facilitating efficient communication between QA, development, and product teams. Engage in root cause analysis and collaborate with development to prioritize and resolve issues, thereby enhancing application quality. Take charge of configuring and preparing test environments, ensuring they are aligned with specific test requirements for both manual and automated testing.

For mentorship and Training, I Act as a mentor to junior QA testers, guiding them through the transition from manual to automation testing. Provide hands-on training, share best practices, and facilitate skill development, fostering a more skilled and versatile QA team.

CONTACT

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GITHUB:

<https://github.com/wilyor>

SKILLS

C#, JavaScript, Java, and C++ development. SQL, JSON, and XML. Selenium, Appium, Cypress, Gherkin and Cucumber automation framework. Web development using JavaScript, CSS, and HTML. GIT repository Management. Agile development methodologies (Kanban and Scrum). Game development using Unity and Unreal, for PC and mobile devices.

LANGUAGES

Spanish: Native

English: Upper-intermediate

ADDITIONAL TOOLS

Git, SVN, TestNG, Maven, Nunit, Jira, Web Developer Tools, Trello, WordPress, Jenkins, Postman, SOAP UI, Atlassian Bitbucket, Unity, unreal, visual studio, visual code

HOBBIES AND INTERESTS

video games, virtual reality, workout, hiking, reading, drawing, assisting at tech and hobby fairs.

Game development Autonomous work

2016 to Present day. Game developer. Proficiently utilized Unity and Unreal Engine to conceptualize, design, and develop a diverse portfolio of educational games and applications. Collaborated closely with educators and subject matter experts to ensure the alignment of interactive content with curriculum objectives. Developed applications that served as educational tools, facilitating effective teaching and learning processes. Contributed to the creation of interactive simulations, virtual laboratories, and 3D models that enabled students to grasp complex concepts in various subjects. Designed intuitive user interfaces and navigation systems to ensure accessibility and ease of use for both educators and students.

Bairesdev

April 2021 to December 2021. QA Tester. Automated test scripts creation and execution using JavaScript and Cypress for the web application. Test case creation using Gherkin Syntax. Planning and estimations of QA activities. Defects reporting. Manual testing of API using postman and Altair for graphQL.

Gorilla Logic

December 2020 to May 2021. QA Tester. worked with clients, stakeholders, and site users to develop quality internet applications to meet their business needs. Proven ability to analyze software requirements and software design documents then transform the information into test cases for analytical tests, write automated test scripts using C# and selenium for Front and back end, and develop planned test plans. Performed formal testing including installing software applications, executing manual and automated test cases and scripts, performing regression testing, and reporting the test results.

Endava

May 2020 to December 2020. QA Automation Tester. Prepared test plans and maintenance test schedules, participated in the selection of test types and tools, analyzed test results, and worked with developers in bug fixes. Performed manual and automated tests of software systems, ran manual and automated testing during in-sprint activities: functional and acceptance testing. Investigated, debugged, and fixed test automation failures as they come.

Globant

June 2019 to April 2020. QA Automation tester. Worked as a Mobile Automation tester used Java and JavaScript to automate test cases with Selenium. Evaluated existing QA processes and suggested improvements. Drove the full cycle of product testing (functional, regression testing, integration, smoke, performance, end-to-end). reporting of bugs found during the execution of the tests. Develop and maintain test automation frameworks, execution environments and reporting tools. Investigated and resolved framework, tool, or execution environment issues affecting products or services. Managed complex tasks with stakeholders. Coordinate schedules, updates, and communications with internal and external teams. Provided end-users and engineers the training on automation tools and frameworks.

Cyxtera Technologies

May 2018 to June 2019. QA tester. Automated the SDK testing process using C#, improving the regression testing time for the mobile software products. Created a picture classification software using Java, to get false-positives and false-negatives rates for the enterprise's face recognition system. Writing and maintenance of initial test cases. Requirements analysis, validation of new functionality. Mentorship of more junior QA automation engineers via pairing, design and code review.

El tiempo casa editorial

Aug 2016 to Feb 2017. Front-end developer. Developed improvements and bug corrections for the company's CRM using Visual .Net, making it trustworthy. Developed a communication interface between the CRM system and an email automatization system, making the processes easier to handle

Atomic Studio SAS.

October 2013 to April 2016. 3D modeling and animation coordinator. During my tenure as the 3D Modeling and Animation Coordinator, I was responsible for a wide range of significant tasks and accomplishments, primarily focused on software development and training initiatives. My role involved collaborating with the Colombian Ministry of Culture and the Colombian National Police to create innovative applications and simulators. I led the development of software applications tailored for both computer and mobile platforms. These applications were designed to promote and preserve Colombian culture, augment reality experiences, and provide engaging video games. Contributed to the creation of augmented reality software that showcased the rich cultural heritage of Colombia. Engineered firearms shooting simulators for the Colombian National Police, offering an immersive training environment using Unity and Blender technologies. I assumed a leadership role in training and mentoring colleagues in various aspects of 3D modeling, animation, and best practices for mobile development. Conducted regular workshops and one-on-one training sessions to enhance the team's skills and ensure consistent product excellence.