

EXPERIENC

Currently - Full Stack Web Development website building course

HackerU Tech Education

2021 - 2023

Sport 5 – Entertainment

Gaming Content Editor

- Edited articles, video clips and other gaming related news pieces.
- Helped create a gaming TV show in Sport 5 – Gaming After Dark.
- Work with UX designers to create the look and feel for content with different mediums (text, video, audio, etc.).

2019 - 2021

Volo Media Advertising and Monetization

Publisher Account Manager \ User Acquisition

- Was Managing day to day communication with Publishers by providing them with assistance with a focus on client retention, growth, and satisfaction
- Contacting, engaging, and acquiring potential B2B customers to enrich the company's client portfolio.
- Building team weekly schedules, monitoring daily performance, and progress, to reach the company desired monthly goals.
- Responsible for external relations along-side client communication and problem-solving
- Coordinate with Tech teams to aid in identifying, reporting and resolving technical issues, along with systems integrations and features fixes.

2017 - 2019

Tensera Networks

QA Engineer

- Analyzed test results and worked with developers on bug fixes before approving feature/product quality.
- Managed testing of SDK & Firmware product that accelerated content load for mobile applications.
- Monitored databases, logs, and Monkey / Random testing apps, including tracking performance of large customer.
- SQL DB, bug tracking and report. functionality, performance, integration, usability, sanity and regression testing

2016 - 2017

Infiapps – Mobile Gaming

QA Engineer

- Performed tests to ensure app functionality, security, and compatibility.
- Mobile testing platform (iOS, Android, Amazon), web testing.
- Test plan writing and execution for existing and new app features.
- Manage a remote team (In India) by planning work schedules, resources and delivery, technical instruction, and administration.

2012 - 2016

Lucid Logix

QA Tester/Engineer

- Manual Testing - Tested various company products on Windows and Mobile environments (Mostly Android) Sanity testing, functionality, UI, regression, and Compatibility.
- Performance testing over hundreds of video games and their genres (FPS, MMO, RPG, etc.) and more than a thousand mobile apps and games.
- Installing and preparing testing stations based on various configurations - changing android images over various devices and ongoing work with ADB including work with shell.
- Reporting bugs and various finds and approving product quality before distributing it to clients.
- Managing and artifact/bug life cycle and ongoing work with the developer's team.

SOFTWARE

Android Studio | Jira | BugZilla | Charles | Mobile OS's | MMP – Appsflyer – Adjust | MS Office