Christopher **Walsh**

SOFTWARE TESTER · WEB DEVELOPER

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About Me

Early career QA analyst with 2.5 YOE in manual testing and automation testing using Cypress.js. Strong at finding root-cause due to development experience with modern web dev technologies and OOP languages like C# (specifically in Unity!). Proficient in API, database, and both manual/automation testing methodologies. Looking to be in a setting where I can work with cutting-edge technologies and frameworks to work on solutions to big problems with other headstrong engineers in game development, web development, or SaaS.

Work Experience

Incident IQ   *Atlanta, GA*

QUALITY ASSURANCE ANALYST   *August 2021 - Present*

- Worked as the only QA member of a feature team to analyse and compare branches of development against user/business requirements as well as create suites of test cases for feature work being developed in-sprint.
- Found and reported hundreds of feature and regression bugs, automated a few dozen test cases, and created hundreds of manual test cases during tenure at the company.
- Led testing for large projects that affected thousands of users including a human resources online form platform and a transition from utilizing expensive SQL query processing on our app to inexpensive and fast Azure Cognitive Search.
- Performed manual and automated testing techniques (80/20) to validate a web application used by over 10 percent of US students (1000+ school districts country-wide). Testing techniques included load (JMeter), database (3T), API (w/ Postman), regression, and smoke testing.
- Helped develop the automation framework (using Cypress.js). Integral player in creating reusable templates, converting test cases from Cucumber to TDD, and converting manual test cases into automated test cases in a suite of over 500+ automated tests.

Gleim Publications   *Gainesville, FL*

QUALITY ASSURANCE ANALYST   *October 2020 - August 2021*

- Tested within the Agile development methodology to ensure that bugs found during the life cycle of the product's development were found and addressed quickly.
- Conducted both white and black box manual QA testing techniques depending on test requirements. Testing done includes regression testing, smoke testing, sanity testing, holistic testing, and stress testing, among others.
- Documented test results by creating test reports communicating results of testing to developers, project managers, and QA/QC administration.

Education

University of Florida   *Gainesville, FL*

B.A. IN POLITICAL SCIENCE   *December 2019*

- A.S. in Programming and Analysis included relevant technical coursework in Web Authoring, OOP, Software Testing, and Database Management.

Skills

Languages: JavaScript, C# (Unity), SQL, Python
Technologies: HTML5, CSS3, SASS, MySQL, Git Version Control, Cypress.js, Jira (and other PM/Issue Tracking systems), Postman

Personal Projects

Budgeter: A Budget App

HTML, CSS, VANILLA JAVASCRIPT

- Developed a budgeting app using the module pattern in vanilla JavaScript.
- Employed bubbling event delegation and event listeners to catch keypresses and clicks on the app.
- Implemented a local storage solution with the browser cache so that users' incomes and expenses are retrievable when they come back to the page.

Frogman Adventures

UNITY ENGINE, C#

- Created a 2D platformer in Unity Engine with C with technical specifications, development progress, and milestones tracked in Trello.
- Developed and implemented game mechanics including player movement, lives, a high score system, fastest time syste, and level progression.
- Utilized asset packs to create animations and levels using the tilemap editor.
- Created user interfaces that utilized TextMeshPro such as menus and dialog boxes.
- Debugged and resolved issues with game mechanics, gameplay, and performance to ensure smooth and engaging gameplay.