Jaydeepsinh Raj

SOFTWARE QA ENGINEER II | **Moncton, NB**

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Objective

A results-driven Software Developer with over 2.5 years of experience in Software Quality Assurance, Software Development Life Cycle (SDLC), and front-end development. With a solid foundation in programming languages, web technologies, and automation testing, I am seeking to leverage my expertise in software enhancements and maintenance at IGT, delivering high-quality gaming applications and exceptional user experiences with continuously exploring and implementing innovative solutions.

Professional Experience

Software QA Engineer II| BMM Testlabs   **2022-Present**

- Perform end-to-end quality assurance of gaming software, ensuring compliance with regulatory, jurisdictional, and functional specifications.
- Designed, executed, and automated test cases to validate functionality, performance, and UI for gaming machines and digital platforms.
- Collaborate with cross-functional teams, including developers, project managers, and designers, to articulate issues and drive improvements in quality. Collaborated with cross-functional teams (developers, designers, and project managers) to ensure high standards of quality in software applications and services.
- Automate test cases using tools such as Selenium, Pytest, and Python scripting, and integrate with CI/CD pipelines for continuous testing.
- Develop and maintain comprehensive test plans and detailed bug reports to ensure efficient troubleshooting and resolution.
- Regularly analyze game mechanics and verify implementation of game mathematics, providing clear updates throughout the project lifecycle.
- Delivered technical issue documentation, identifying and resolving software bugs in a fast-paced environment.
- Automated repetitive processes to improve efficiency and supported software updates for self-service gaming terminals.
- Worked within an Agile/Scrum environment, ensuring the timely delivery of projects and prioritizing tasks to meet tight deadlines.
- Mentor junior team members, providing guidance on testing processes and documentation best practices.

Key Achievements:

- Spearheaded initiatives to implement risk management and control processes, ensuring higher product quality.
- Played a key role in enhancing defect tracking and issue resolution processes using JIRA, resulting in faster bug fixes and releases.

Education

Seneca College | Computer Programming   2021

- Software Development, Web Development, Distributed Programming, Database Administration, Security, Operating Systems (Windows, UNIX, Linux, IBM Business Computing)
- Experienced in Web Technologies: HTML, CSS, JavaScript, Node.js, Express.js, React.js, JSON, XML, API, etc.
- Expertise in UNIX and systems programming. Used a Linux environment for user and administrative commands, created scripts using shell scripting languages, and created programs using C, C++, Java and Python languages, implemented UNIX concepts such as processes, inter-process communication and sockets.
- Having extensive knowledge in Software Development Life Cycle: Researching, Modeling, Designing, Coding, Implementation, Testing and Debugging.
- Analyzed the business and functional requirements of the product/system. Working with the project team to review project plans, requirements specification, system design specification (SDS) documents, and computer software with teammates.

Skills & Abilities

- **Software Development Life Cycle (SDLC)**
- **CI/CD & DevOps:** GitHub, Git, Continuous Integration/Continuous Delivery
- **Database Technologies:** MySQL, PostgreSQL, MongoDB
- **Development & Debugging Tools:** JIRA, Matrix
- **Programming & Scripting Languages:** C++, C#, Java, Python, Bash
- **Web Technologies:** HTML, CSS, JavaScript, Node.js, Express.js, React.js, XML, JSON, API
- **Animation Tools:** Adobe Animate and Anime Suites of other products
- **Software Quality Assurance:** Manual and automated testing, bug tracking, test case creation, exploratory testing
- **Debugging and Problem-Solving Skills**
- **Collaboration & Leadership:** Cross-functional collaboration, mentoring, documentation, and bug reporting
- **Game Testing:** Functional, non-functional, and game mechanics testing
- **Regulatory Understanding:** Gaming software compliance and jurisdictional requirements

Certifications & Projects

- Software Testing Foundations: Test Techniques certificate
- HTML, CSS and JavaScript for Web Development course
- **Project**: My Portfolio Website (**https://www.jaydeepsinhraj.com/**)