**Professional Summary:**

* 11+ years of overall IT experience with 8 years in Software Quality Assurance, 5 years in iOS mobile App Development and automation, Fine Tuning, STLC Testing and Mobile/Laptop/Watch devices environment setup
* Significant experience in agile methodology, UAT testing using TDD and BDD
* Expertise in debugging of application for efficiency, Fine tuning and quality of the software product features using several debugging tools
* 6+ years of experience in iOS & Android Quality Assurance testing of product in Manual mode using Sanity, Regression, Stress, Smoke, Accessibility and Negative testing along with Automation mode (Functional and Integration) using XCUITest and XCode
* Significant experience in auditing reports for large-screen app quality audits on 250+ top-tier Android apps and games
* Well versed with shell scripting for capturing large screen device screenshots using Terminal, adb device logs
* Prominent experience with auditing apps and games based on configuration, multi resolution, User Interface/User Experience, External Input and Stylus testing scenarios
* Hands-on experience with functionality, performance and user experience design testing on wear OS devices like Pixel and Samsung managed partner apps
* 6 years of experience in Mobile Application Development (iPhone/iPad) using objective-C, swift by incorporating apple provided or third-party frameworks

**Skills:**

|  |  |
| --- | --- |
| Operating systems | Macintosh, Windows 7, 11, Linux, iOS, Android, Wear |
| Productivity suite | Google Docs, LibreOffice, MS Office, Adobe |
| Devices | Home security cameras, thermostats, connects |
| Programming Languages | Objective-C, Swift, C, Core Java, C++, Shell Script |
| IDE | Xcode, MS Office, Google Docs, Cordova, PhoneGap |
| Build Tools | Jenkins |
| Databases | SQLite, Core data |
| Web Servers | Charles Proxy, XML, NSURLRequest, REST, JSON |
| Version Control Systems | GIT, SVN, CEDAR |
| Tracking Tools | Buganizer, Test Tracker, JIRA |

**Mobile QA Engineer Jan 2023 – Present
Google – San Jose, CA**

**Roles & Responsibilities:**

* Performed large-screen app quality audits on 250+ top-tier Android apps and generate external audit reports. The audit results enable the Top 1K Android developers to expand their reach to millions of users by identifying optimal screen sizes measured against the Android Large Screen Guidance.
* Quality verified 3P partner apps on iOS devices (iPhone/iPad) using STLC cycles – Sanity, Regression and Negative testing
* Created, triaged, and updated 100+ technical bugs related to top-tier iOS (iPhone/iPad) & Android games, which are shared with engineering stakeholders for prioritization, tracking, and resolution.
* Responsible for auditing applications and third-party games or apps on various android devices like Pixel Tablet, Pixel Fold, Lenovo and Samsung
* Performed audits on Wear OS devices for managed partner apps in categories of Communication, Productivity, Health & Fitness, Sports with regards to quality, watch to phone interaction, user interface design, functionality and performance
* Triaged bugs related to wear OS apps for prioritization, tracking and resolution
* Utilized Accessibility scanner to perform accessibility testing on apps and games

**Security devices & Mobile QA Engineer Jan 2018 – Dec 2022 Google Nest – Mountain View, CA**

**Roles & Responsibilities:**

* Responsible for end-to-end feature quality check, functionality testing of GoogleNest camera devices in GHA iOS (iPhone/iPad) and Android mobile apps
* Implemented TDD and BDD agile methodologies for writing automated test scripts for running functionality and performance checks on mobile Nest application
* Involved in Google Home web application testing using Charles Proxy
* Executed STLC testing cycles such as Sanity, Regression, Performance, Stress and Smoke
* Drafted test plans and coordinating with development teams for review and feedback, working on test module porting to test trackers
* Performed planning and execution, defect reporting and fix verification using manual techniques to have test plans in place using Confluence platform
* Up to date responses with bug fixes, clarifications and closures of the bugs reported in the Bug tracking tool
* Utilized Accessibility scanner to perform accessibility testing on apps

 **iOS App Engineer June 2017 – August 2017
Ford- Dearborn, MI

Roles & Responsibilities:**

* Written unit test cases using TDD agile approach using Xcode - XCUITest framework
* Participated in enhancements, design reviews, and ensured design meets functional and operational needs.
* Active member in making decisions on enhancements, iteration point assessments, stand up meetings and sharing views on the features to be incorporated
* Used wrapper classes for managing Objective-C and Swift in codebase
* Migrated certain code base from Objective-C to Swift using Bridge Headers

**iOS App Engineer May 2011 – June 2015
Caprus IT Pvt Ltd – Hyderabad, India

Roles & Responsibilities:**

* Developed iOS apps and games using Xcode - objective-C, UIKit, Core Animation, Rest Kit, AVFoundation, Cocoa Touch & Cocoa Service Frameworks
* Implemented various IOS design patterns (MVC, Delegation, Target-action & Slide-out Navigation) for developing apps and games
* Incorporated UI Design patterns like Storyboards (Auto Layout, Size Classes) and Interface Builders for design of apps and games
* Integrated NSXMLParser for parsing the list of GRE and GMAT words which are in XML file formats
* Incorporated third-party frameworks such as Scoreloop, Facebook for challenging high scores, loading high scores from devices and displaying the same in the list for view
* Implemented UILocalNotification service for notifying the user about scores and alerting the user about the challenges available to beat high scores
* Utilized MPMoviePlayer, AVAudioPlayer for displaying and playing the media content
* Written REST service for fetching resources for Kathaa lesson using NSUrlRequest
* Developed games of motion events using UIPanGestureRecognizer

**Education:**

Master’s in information security systems – University of the Cumberlands, 2018

Bachelor’s in information technology – RVR & JC College of Engineering, 2011