

# Kathryn Conway

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## Profile

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Ambitious and adaptable individual with experience in quality assurance and usability in a design and development agency. Demonstrates attention to detail and strong communication skills gained in QA testing and lecturing. ISTQB Certified Tester seeking a more challenging career allowing creativity, growth and skill development.

## Work Experience

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April 2013 – Jan 2016 Bayinteractive Inc. San Francisco, CA.

### Software Tester

- Role based remotely in Limerick.
- Liaise between project managers and developers on various projects - typically these projects included the design and development of websites and mobile applications.
- Assist developers with their understanding of the project.
- Testing of mobile apps and websites across different devices, operating systems, browsers.
- Identify and report bugs or any issues relating to a project to developers and offer instruction/assistance in tracing the bug.
- Tracking and managing defects using DoneDone and JIRA.
- Investigating and troubleshooting bugs using Charles Proxy or XCode.
- Wireframing, Use Case creation, User Acceptance Testing, continuous QA.
- Encourage enthusiasm and collaboration between developers.
- Keeping Project Management up to date on project progress.

Sept 2013 – Dec 2015 University of Limerick Castletroy, Co. Limerick.

### Lecturer

- Module facilitator for the following modules:
  - Directed Studies (1st years and 4th years)
  - Multimedia Industry Perspectives
  - ICT Employability and Workshop series
- Prepare and set coursework and assignments.
- Delivering course material over the semester.
- Grade students submitted assignments and submit results.

Dec 2011 – April 2013 Bayinteractive Inc. San Francisco, CA.

### Contractor

Following my Internship in San Francisco with Bayinteractive, I continued to work on a contract basis while finishing my degree. Duties included:

- Wireframing
- Idea Generation
- Testing/QA

May 2011 – Dec 2011

Bayinteractive Inc.

San Francisco, CA.

## Intern

This internship gave me a huge insight into the industry particularly in the area of mobile app design and development, web and the practices, skills and adaptability required for this area. This involved:

- Wireframing
- Idea generation
- Slicing and preparing creative assets for development
- Understanding iOS guidelines and learning elements of UI design
- Icon design
- Iterative quality assurance
- Liaise with project managers and developers on an ongoing basis

## Education

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2009 – 2013 University of Limerick BSc. Digital Media Design – First Class Honours  
Subjects: Java, C++, Web Development, Technical Maths, HCI, Interaction Design, Product Design, Interactive Multimedia.  
QCA - 3.52/4.0 Transcript available upon request.

## Certifications

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ISTQB Certified Tester Foundation Level

## IT Skills

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Software and tools: Adobe CC, Microsoft Office, Balsamiq, Axure, Final Cut Pro, Protools, WordPress, Charles Debugging, JIRA.

Languages: basic knowledge of HTML, CSS, MySQL, PHP, Java, ActionScript.

Other: HCI, User Centred Design, Usability, Interaction Design, Research.

## Interests

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Photography – a skill that I have undertook in my own time as a hobby, I have developed understanding of cameras, exposure, metering etc. and post processing skills using Adobe Lightroom and Photoshop. I have learned how to master Photoshop and Lightroom in my own time as a result.

Music – self-taught guitar is my instrument of choice but have also achieved Grade 7 on Piano and learned various other instruments such as the fiddle, flute and accordion and attempt any instrument that pass my way.

Travel – coupled with my love of photography, I enjoy seeing new places and cultures and landscapes with Norway the top of my list to explore having visited Oslo already.

## References

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Available upon request.