

Jason J. Messinger

622 B Lime Ave
Long Beach, CA 90802

(949)872-3976

jasonmessinger.us

jason.messinger@gmail.com

Summary:

- Skilled in software analysis for weaknesses, noncompliance, and defects on most consumer platforms in a development environment.
- Experienced at producing efficient documentation and collaborating with a team to find solutions.
- Over a decade of multidisciplinary experience in the software development field with a focus on web and mobile applications analysis.

Experience:

Freelance/Consulting - Self - Remote 4/17 - Present

Spent time traveling and working in different fields.

- Managed a self employed business using upwork and other tools
- Learned new technologies and methodologies (e.g. cucumber testing, node.js fullstack).

Search Rank Analyst - Facebook - Menlo Park(Remote), CA. 5/16 - 3/17

Work at home data analyst for the search team of facebook. Maintains expertise on human judgment guidelines and helps assure data quality through auditing, user feedback, and creation of gold standards. Works with the metrics teams and product teams to improve guidelines and identify edge cases and gray areas.

- Curated relevant links and other data for the Trending News topics.
- Audited human judging results for the Search team's machine learning algorithms.

Software Test Engineer - DirecTV - El Segundo, CA. 11/12 - 1/16

Tested and ran analytics with a team on internal test builds of DirecTV's iPad and Android Tablet/Phone companion apps that integrated heavily with content servers and several types of proprietary hardware devices.

- Diagnosed bugs/compliance issues in JIRA and managed reported issues from internal teams.
- Authored SPIRA/Qmetry QA test cases, ran detailed testing from design/requirement documents.
- Analysed event logs and packets and parsed information relevant to development.
- Ran inventory control/management of the various test device platforms e.g. ipads

QA Analyst II - Blizzard Entertainment - Irvine, CA. 10/05 - 1/11

Team lead for Tech QA: Working with production and development teams, I developed and implemented testing plans for a team of 4 on web/mobile and internal tools. Key aspects of my role were communication, documentation, problem solving, and project management. Projects were organized under the Waterfall and Agile Software Development cycles.

- Wrote automation scripts that would test our products overnight and log human readable results.
- Worked closely with developers as we deployed new technologies from online paypal payments to the mobile Authenticator for iPhone and Android.
- Developed and maintained a wiki system to document projects for the long term and wrote detailed documentation allowing new team members to quickly get up to speed.
- Initiated mobile testing for our websites, smartphone applications, and sms services.

Education:

California Polytechnic University San Luis Obispo: Electrical Engineering, 116 credits

Skills:

code: HTML5/JS(+React)/CSS3, Node.js, Lua, SQL, Python, Java/Kotlin

platform: Windows, Mac OS, Linux, iOS, Android

tools: Git, Svn, WireShark, Charles, Jira, QMetry, Selenium, Cucumber, VMWare, Jmeter, Jenkins