

Alejandro Aguina

aaguina@protonmail.com / aaguina.com / (847) 217-4461

Professional Experience

Hardin Design and Development – Madison, WI

Software Quality Assurance Analyst, Feb 2020 – Present

- Report software issues to development team to better live production applications.
- Manage, track all existing issues through company's internal bug tracking site.
- Develop general testing documentation to cover all existing site features.
- Work with development team on creating test requirement documentation for site features.
- Assist client QA team with regression testing, smoke testing, and stress testing as needed.
- Provide developers with feedback to improve system usability/features.
- Assist with new feature development from testing initial build to final release testing checks.
- Build software testing strategies to improve feature rollouts/testing initiatives.

Xtreme Xperience – Chicago, IL

Media Systems Technician, Apr 2018 – Jan 2020

- Manage tour operation logistics on 30 video/data acquisition systems (**VBOX HD2**).
- Procure/organize \$150,000+ worth of hardware throughout the tour seasons.
- Perform daily video system stability checks during event days to ensure proper video capture.
- Install HD2 systems in accordance to established guidelines and safety standards.
- Work with HD2 developers on product validation, feedback, and system triage.
- Test firmware updates to systems, and log issues for reporting to HD2 developers.
- Create detailed data/bug reports to help drive system/operational improvement.
- Refine Media SOPs/System maintenance to keep error rates below 2%.
- Provide in-office technical support from hardware setup/debugging to account support.

NetherRealm Studios – Chicago, IL

Quality Assurance Analyst, Dec 2015 – Apr 2016; Oct 2016 – Jul 2017

- Created, logged, and tested in-game subtitles for all shipped cinematics (**Injustice 2**).
- Submitted finalized subtitles to latest build version for localization testing.
- Worked with QA team in general exploratory/gameplay testing for all current titles (**Injustice 2, Mortal Kombat XL**).
- Assisted networking team with online matchmaking stability for titles before certification.
- Tracked, logged gameplay bugs to design team for finalized gameplay experience.
- Performed smoke testing of final builds to confirm game is feature complete.
- Reviewed/re-tested certification results to ensure game is ready for release.
- Used JIRA to properly track all reported bugs, issues, and assigned tasks.
- Test updated builds to ensure bugs resolved are confirmed fixed.

Education

University of Wisconsin-Madison, Madison, WI

Professional Capstone Certificate Program – Computer Science, Jan 2021 – Dec 2022

DePaul University, Chicago, IL

Bachelor of Science in Computer Games Development, Jan 2012 – Jun 2016