

Curriculum Vitae

PERSONAL INFORMATION:

Name: Vu Nhu Nguyet

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Date of birth: 30/07/1988

Marital Status: Single

Sexual: Female

I have 5 years experience in QA. I like this job, would like to improve my skills in this field, and I'm always ready to learn new things (I'm especially interested in automation QA). My most positive thing is sense of responsibility. It will be great if we have a chance to share our opinions in the details way.

IT SKILLS:

Operating Systems: Microsoft Window, MAC os, Linux, iOS, Windows mobile, Android

Programming: Basic knowledge about HTML, CSS.

Bug tracking: Redmine, Jira

Tool: MS office, Photoshop

PERSONAL SKILLS & ABILITIES

- Ability to work with English.
- Hard working.
- Being keen to research and willing to learn new knowledge.
- Ability to work independently or in team.
- Good in communication.
- Ability to interact with people with at all levels.
- Can work under high-pressure.
- Learning new things quickly.
- Sense of responsibility.

WORK EXPERIENCED:

Date: 2014-Present **Recess Center - Lazada**

Job Title: QA Engineer

Project: Lazada site

Lazada is one of the most popular e-commerce sites, not just at Viet Nam but at 6 Asian countries. We are trying to make it better and better everyday. At Lazada, I have a great opportunity to work in an international environment, among those proactive and friendly people. I get many useful experiences about e-commerce, about working with a huge live systems and great motivation from people here. This company gives me chances to improve my skills in communication, English, technical knowledge, etc.

We are changing to vertical structure which will help people manage their own product better. We take responsibility for managing product from A-Z. Everyone has to join from the first stage and raise their idea to

Responsibility:

- Detect, verify, retest bugs on all testing environments (web and phone)
- Write/Execute test cases for all assigned features.
- Attend kick-off meeting for all assigned features.
- Communicate with PM/Developers/Teammates to make everything done.
- Report for lead/manager
- Give feedback to contribute to team/company.
- Improve my own skills as best as I can.

Project: Lazada.com

Lazada.com is the important project of Lazada group. This site has every needed information about Lazada, how we start, how we grow up day by day, opportunity to join us and even some interesting courses. In short way, you will understand Lazada by this site.

This project is managed separately and I'm in charge of it.

Responsibility:

- Detect, verify, retest bugs on all testing environments (web and phone)
- Communicate with PM/Developers/Teammates to make everything done.
- Give feedback to improve function/UI
- Manage tasks by myself
- Report for lead/manager

Date: March 2011-2013 JV-IT., JSC Company

Job Title: Game Master

Project: The game portal site <http://games4t.com/>

This project is made to create a gamer community, connect them together and bring to them the newest information about game world. My first role in JV-IT Comp. is a GM.

Responsibility:

- Testing and giving feedback to improve the portal site.
- Design test case.
- Execute test base on test plan/test case.
- Verify bug.
- Using red mine to add and follow-up bug.
- Report testing result.
- Design game card, banner, slider.
- Collecting data, input data for the portal.
- Support marketing on community social network and update new game release.
- Manual testing.

Project: KBMJ project – Web game Shikihime <http://shikihime.com/>

Web game Hime Garden <http://hime.sohagame.vn/>

KBMJ is an online game company of Japan. This project is the first step of joining the Vietnam game industry. As a member of GM team, I have to co-operate with my team-mate to make sure that our project get the best profit. I always try my best to finish my tasks and support my team as soon as possible.

Responsibility:

- Testing and giving feedback to improve the web game.
- Design test case.
- Design character, item in game.
- Design event in game and out game.
- Execute test base on test plan/test case.
- Testing server maintain weekly.
- Verify bug.
- Using red mine to add and follow-up bug.
- Report testing result.
- Keep the balance in-game.
- Prepare and follow game plan.
- Design banner, slider.

Date: Feb 2010 – March 2011

Gameloft Corp Ltd.VietNam

Job Title: Quality Assurance

Gameloft is one of the largest game developer and publisher all over the world. The company publishes and develops downloadable video games for wireless phones. The company has also created games for Nintendo DS, and the Apple iPod. The company's phone-based games are available in 70 countries, distributed through telecom operators, ringtone and logo portals, phone manufacturers, and retail outlets. My first role in Gameloft was a tester. This job helped me learn many testing skills as well as accumulate the worthy experience.

Project: Asphalt, Ninja Assassin, Spider man 3, Brain Challenge, Diamond Twister.

Responsibility:

- Research document and checklists.
- Execute test base on test plan/ test case.
- Verify bug.
- Using bug base to add and follow-up bug.
- Report testing result.
- Participate to design the checklist.
- Using emulator or phone device/prototype/chipset to test mobile game.

EDUCATION BACKGROUND:

2006-2010: Ho Chi Minh City University of Social Sciences and Humanities

2012-2014: FPT Arena Multimedia

04/2014-08/2014: ISTOB Foundation