

IMAN AZIZ

QA Engineer | Manual, AI & Automation

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PROFESSIONAL SUMMARY

QA Engineer with 9+ years of experience across AI-driven systems, healthcare platforms, web applications, and mobile games. Specialized in exploratory testing, conversational AI validation, edge-case analysis, and cross-platform quality assurance. Complemented by hands-on software development experience with Flask, React, APIs, and SQL, enabling deeper system-level investigation and effective collaboration with engineering teams.

SKILLS

- **Languages:** JavaScript, Python, Kotlin, Bash, SQL
- **QA & Testing:** Test Case Design, Exploratory Testing, Regression Testing, Smoke Testing, End-to-End Testing, Cross-Platform Testing, API Testing, UI Testing, Performance Testing, Security Testing, Localization Testing
- **Test Automation & QA Tools:** Playwright, Selenium, Katalon Studio, Postman, K6, JMeter, Burp Suite, BrowserStack, Jest, Pytest
- **AI Quality:** Prompt Testing, RAG Validation, AI Red Teaming, Conversational Flow Testing, Edge-Case Analysis
- **Backend Development:** Flask, SQLAlchemy, PostgreSQL
- **Frontend Development:** TypeScript, React, NextJS
- **DevOps & CI/CD:** Docker, GitHub Actions, Git, Linux
- **Analytics & Product Platforms:** Firebase, Google Analytics, MoEngage
- **Project & Collaboration:** Jira, TestRail, TargetProcess, Figma

WORK EXPERIENCE

QA Tester - AI & 3D Avatar | Powerfront

September 2024 – May 2026

- Executed functional, behavioral, and edge-case validation across AI-driven conversational systems and 3D avatar platforms covering 800+ test scenarios and interaction flows.
- Improved conversational AI reliability by conducting prompt evaluation, contextual validation, failure-state analysis, and exploratory testing across dynamic user interactions.
- Validated RAG-based knowledge integrations by verifying contextual accuracy, retrieval consistency, and response relevance across diverse knowledge-driven and contextual interaction scenarios.

- Identified vulnerabilities and unexpected system behaviors through abuse-case testing, prompt manipulation attempts, and basic penetration testing techniques.
- Collaborated closely with developers, architects, and leadership stakeholders to investigate production issues, refine AI behaviors, and support 5+ successful feature releases.

QA Tester | Powerfront

December 2022 – September 2024

- Designed and maintained 500+ comprehensive test cases, checklists, and QA documentation to improve feature coverage and release confidence across web platform initiatives.
- Executed exploratory, regression, smoke, and end-to-end testing for newly developed features in fast-paced and continuously evolving product environments.
- Performed ad-hoc and client-focused validation testing to support urgent fixes, production concerns, and high-priority feature requests under tight delivery timelines.
- Supported staging and production deployment validation across 13+ release cycles to ensure operational readiness, stability, and deployment quality.
- Evaluated QA workflows, testing methodologies, and tooling improvements to enhance testing efficiency, collaboration, and issue tracking processes.

QA Engineer | Alodokter

March 2021 – December 2022

- Designed and executed functional, regression, API, compatibility, and security testing across healthcare platform features serving large-scale user-facing workflows.
- Supported automation scripting initiatives for regression testing and collaborated with developers to improve testing reliability, maintainability, and coverage efficiency.
- Coordinated investigation and resolution for 200+ defects and production-related issues to support stable releases and development continuity.
- Developed QA schemas, detailed testing checklists, and testing effort estimations to improve workflow structure, release planning, and cross-team coordination.
- Collaborated closely with developers, product teams, and QA stakeholders while mentoring junior testers and supporting cross-functional quality assurance initiatives.

QA Game Tester | Gameloft

June 2018 – March 2021

- Reviewed game design documentation, feature specifications, and QA requirements to ensure accurate gameplay validation and release readiness across multiple development cycles.
- Executed functional, UI, compatibility, performance, interruption, regression, and exploratory testing across 150+ game builds, devices, and gameplay scenarios.
- Identified, documented, reproduced, and verified 600+ defects to support stable releases, gameplay consistency, and issue resolution quality.
- Conducted exploratory and edge-case testing to uncover hidden gameplay, usability, stability, and device-specific issues beyond predefined test scenarios.

- Collaborated closely with developers, producers, and QA teams to support release quality across live updates, feature changes, and production milestones.

QA - Arabic Localization Specialist | Gameloft

March 2017 – June 2018

- Validated Arabic-localized in-game content to ensure linguistic accuracy, contextual consistency, cultural relevance, and proper right-to-left (RTL) presentation across multiple game titles.
- Reviewed localized assets, UI elements, and gameplay content for compliance with regional standards and cultural expectations across Arab market releases.
- Executed localization, UI, and functional testing to identify translation inconsistencies, rendering issues, layout defects, and gameplay-related localization problems.
- Collaborated with localization, QA, and development teams to investigate and resolve Arabic content-related issues across multiple production environments.
- Supported Arabic localization initiatives across 20+ projects while maintaining localization quality standards and assisting cross-team regional content requests.

PROJECTS

AI Testground — LLM Quality Evaluation Framework

Developed a reusable QA portfolio for evaluating LLM-powered applications using Playwright, K6, and Ollama. Includes automated prompt validation, response consistency testing, regression detection, API testing, performance benchmarking, and failure scenario analysis.

- Repository: <https://github.com/finuaz/AI-testground>
- Tech stack : Playwright • TypeScript • K6 • Ollama • GitHub Actions

Playwright Decathlon — Playwright Automation Framework

Built a maintainable Playwright automation framework following the Page Object Model (POM) with reusable components, API testing, GitHub Actions integration, retry strategies, parallel execution, and HTML reporting.

- Repository: <https://github.com/finuaz/playwright-decathlon>
- Tech stack : Playwright • TypeScript • GitHub Actions

EDUCATION

- **UIN Malang** – Bachelor of Art / Arabic Language and Literature (2012–2016)
- **RevoU** – Full Stack Software Engineering Program (2023–2024)

LANGUAGES

Indonesian (Native) | English (Professional Working Proficiency) | Arabic (intermediate)