

Laxmi Deganvi

SDET - 4.3 years of Experience

OVERVIEW

A dedicated Test Automation Engineer with 4.3 years of industry experience, specializing in designing and implementing efficient automated testing frameworks. Proficient in leveraging tools like Selenium & Playwright to enhance software quality. Passionate about optimizing testing processes to deliver high-performance applications. Proven track record in collaborating with cross-functional teams to ensure seamless product delivery.

SKILLS	TOOLS AND TECHNOLOGY EXPOSURE
<p>Test Platforms : Web, API</p> <p>Agile Methodologies</p> <p>Independent Contributor & a team player</p> <p>Domain: E-commerce, HRMS</p>	<p>Languages: Java, Java Script, Typescript</p> <p>Automation Tools: Selenium WebDriver, Appium, WebDriver IO , Appium</p> <p>Automation Framework: TestNG, Mocha</p> <p>Project Management: JIRA</p> <p>AI tool: Cursor</p> <p>API Testing: Postman</p> <p>SCM: Git/ GitLab</p>

CIN: U72200KA2014PTC075831

WORK EXPERIENCE

Organization: TestVagrant Technologies

Project 1 : Kulu

Domain : **FinTech**

Responsibilities:

- Created and maintained QA summary reports capturing defect trends, test coverage, and deployment readiness.
- Identified and leaked critical bugs missed in lower environments, contributing to improved test effectiveness upstream.
- Played a key role in release support activities, validating builds and hotfixes during deployment windows.
- Actively participated in war room discussions, providing QA insights and ensuring smooth release rollouts.
- Contributed to quality gates and regression checks before sign-off for production deployment.
- Facilitated debugging sessions with developers, helping to isolate root causes and ensure quick turnaround for fixes.

Product 2 : In-house POC 1

Responsibilities:

- Explored Cursor AI & used it for authoring web test scripts
- Automated scripts through prompting to the cursor and optimising the given code accordingly
- Worked on Playwright and JavaScript for end-to-end automation.

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- Leveraged Cursor's conversational coding features to refactor complex asynchronous Playwright actions, significantly improving the readability and robustness of test files.

Product 3 : In-house POC 2

Responsibilities:-

- Contribute to an existing automation framework
- Explored & implemented optimum ways to locate webElements in iOS and Android apps
- Worked on Handling Alerts, switching contexts and carry on highly interaction user actions
- Maintained the Screen Objects Pattern
- Used browser stack to run the web App test cases.

Product : ANSR

Domain : **HR-Entries**

Responsibilities:

- Automated multiple modules independently
- Increased test coverage up to 90% for an HRMS platform by developing and maintaining automated test scripts.
- Engineered automated test scripts using Selenium TestNG, utilizing Java as the programming language.
- Crafting the Page Object Model (POM) for maintaining test scripts and associated page objects separately, enhancing framework scalability and maintainability.
- Writing generic reusable methods for efficient web page action handling, resulting in a 30% reduction in duplicate code across test scripts.

- Did POC (Proof of Concept) for storing downloaded files in the project folder rather than the local system, establishing a reliable, environment-agnostic approach for download validation.
- Replicated the manual test cases before proceeding for automation and helped the manual team to raise clear and detailed bugs based on automation findings.

Organization: Tech Mahindra

Project 1 : Phoenix AMS

Responsibilities:

- Conducted functional, regression testing
- Automated test scripts using Java, Selenium, TestNG
- Actively participated in Agile processes, working with cross-functional teams to ensure comprehensive coverage
- Documented and tracked bugs using JIRA, working closely with developers to resolve issues and verify fixes
- Mentored junior QA engineers, enhancing overall team productivity

Project 2 : Neom AXIS SMART SPACES

Responsibilities:

- Created the gaming environments
- Worked on fetching assets from the Quixel bridge
- Employed Blueprint scripting to generate gaming code
- Developed Proof of concepts for various gaming sites
- Used Meta-Human for interactions between gaming objects