

Ali Zeynalov

📍 Belmont, California, United States ✉ ali@zeynalov.com ☎ 6504303841 🌐 in/ali-zeynalov 🌐 https://ali.zeynalov.com/

SUMMARY

Versatile QA professional specializing in VR/AR devices, leading bug identification and team management. Detail-oriented with strong project management skills, community engagement expertise, and a B.S. in Computer Science.

EXPERIENCE

COMMUNITY ENGAGEMENT SPECIALIST/ COMMUNITY MANAGER

META

June 2023 – Present, US, CALIFORNIA, BURLINGAME

- Recruited and managed four teams of 30 dedicated dogfooders, overseeing their contributions to successfully complete weekly homework assignments for feature testing.
- Collaborated with XFN partners to determine the weekly feature releases for dogfooding assignments, ensuring effective coordination in the process.
- Developed and optimized processes within the program, enhancing overall efficiency, and crafted tailored weekly assignments for dogfooding purposes.
- Monitored and analyzed comprehensive engagement metrics, providing valuable insights, and offered proactive assistance to users, troubleshooting any encountered issues.

QA TESTER II

META

March 2021 – June 2023, US, CALIFORNIA, BURLINGAME

- Led and trained a small team of 12 playtesters, improving their performance metrics and coordinating testing schedules.
- Conducted extensive manual testing on AR/VR devices, discovering and filing over 500 bugs to ensure device quality and reliability.
- Developed detailed test plans for new features, facilitating efficient and thorough testing by the playtesting team.
- Managed a significant data collection project for the Meta Quest Pro headset, organizing sessions and collecting about 400 data sets.
- Oversaw the bug triage process, ensuring efficient and effective resolution of identified issues.
- Assisted with in-person demo events, showcasing product capabilities and features.

SOFTWARE ENGINEER INTERNSHIP

RAKUTEN MARKETING

July 2018 – September 2018, US, CALIFORNIA, SAN MATEO

- Developed and implemented monitoring solutions for backend infrastructure using Prometheus and Grafana, enhancing the performance and reliability of Java-based applications, Cassandra databases, and Nginx load balancers.
- Collaborated effectively within a small agile development team, utilizing tools such as Jira and Git for efficient progress tracking and team communication.
- Demonstrated strong time management skills, consistently completing tasks within given deadlines and actively contributing to weekly scrum meetings.

MOBILE AD TESTER

LIFESTREET CORPORATION

December 2014 – July 2018, US, CALIFORNIA, SAN CARLOS

- Evaluated mobile ad performance on iOS/Android platforms for social and gaming apps.
- Verified quality and functionality of ad banners, ensuring accurate information display.
- Collaborated with cross-functional teams to address and resolve identified issues promptly.

EDUCATION

B.S. IN COMPUTER SCIENCE: COMPUTER GAME DESIGN WITH HONORS

UNIVERSITY OF CALIFORNIA • US, CALIFORNIA, SANTA CRUZ • 2020 • 3.7

- Was involved in multiple Game Development projects: Kidgilantes – game made in Unreal Engine 4 which received Design Innovation Award & Capstone Production Award, and a sci-fi themed board game called 10,000 Light Years

A.S. IN COMPUTER SCIENCE

COLLEGE OF SAN MATEO • US, CALIFORNIA, SAN MATEO • 2016

- Received Certificate of Specialization in Computer and Information Science for Java Programming

SKILLS

Programming: C/C++, JavaScript, Java, Python, HTML, CSS, MARS Assembly.

Tools/Software: Unreal Engine 4 (Blueprints and C++), Phaser 2, Git, GitHub, Bitbucket, Jira, Prometheus, Grafana, IntelliJ IDEA/CLion, Visual Studio, Microsoft Office, AWS, Adobe Illustrator, Adobe Photoshop, Adobe Dreamweaver, Confluence, Construct 3, Android SDK.