

# Ali Zeynalov

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## 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

### QA Test Analyst II - QA Programming Specialist (AI Smart Glasses) | Tests Assured @ Meta | US, California, Burlingame | October 2024 - Present

- Collaborated with cross-functional (XFN) partners to coordinate and schedule feedback cycles for new hardware and software updates, ensuring timely and efficient testing.
- Managed and maintained organized schedules, prioritizing features for internal dogfooding to optimize testing coverage and product readiness.
- Acted as the primary point of contact for issue resolution, addressing and troubleshooting problems reported by internal dogfooders to enhance product quality and user experience.
- Facilitated continuous communication between QA teams and development stakeholders, streamlining the feedback loop and accelerating product iterations.

### Program/Community Specialist for AR/VR Devices | Tests Assured @ Meta | US, California, Burlingame | June 2023 - October 2024

- Spearheaded the management of four dedicated dogfooder groups, orchestrating weekly assignments to gather critical feature testing feedback, thereby enhancing feature development for the cross-functional (XFN) features team.
- Fostered collaboration with XFN partners to streamline weekly feature releases for dogfooding, crafting targeted questions to elicit valuable insights that informed feature enhancements.
- Enhanced team efficiency by automating Google Sheets and systematically documenting processes in Google Docs, optimizing operational workflows within the program.
- Provided timely support to resolve dogfooders' issues, ensuring smooth participation and unblocking critical testing processes.

### QA Tester II | Tests Assured @ Meta | US, California, Burlingame | March 2021 - June 2023

- Supervised and trained a team of playtesters, enhancing performance through individual coaching sessions and team workshops.
- Conducted extensive manual testing on AR/VR devices, discovering and filing bugs to ensure product quality and reliability.
- Created detailed test plans for new features, optimizing testing efficiency and reducing bug discovery time.
- Managed a large-scale data collection project for the Meta Quest Pro headset, organizing sessions and collecting hundreds of data sets.
- Oversaw the bug triage process, improving efficiency and accelerating resolution times.
- Supported in-person demo events, showcasing product capabilities and features to potential clients.

### Software Engineer Internship | Rakuten Marketing | US, California, San Mateo | July 2018 - September 2018

- 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 | US, California, San Carlos | December 2014 - July 2018

- Conducted comprehensive performance evaluations of mobile ads across iOS and Android platforms for social and gaming applications, resulting in a 15% increase in click-through rates.
- Conducted quality assurance testing on 100+ ad banners monthly to ensure accurate information display, reducing errors by 20%.
- Collaborated with cross-functional teams to address and resolve identified mobile ad issues, resulting in a 25% reduction in ad delivery failures within a month.

## EDUCATION

### B.S. in Computer Science: Computer Game Design with Honors | University of California | US, California, Santa Cruz | 2020

- 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

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#### **SKILLS**

Technical Skills: C/C++, JavaScript, Java, Python, HTML, CSS, MARS Assembly, Unreal Engine 4 (Blueprints and C++), Phaser 2, Git, GitHub, Bitbucket, Jira, Prometheus, Grafana, IntelliJ IDEA/CLion, Visual Studio, AWS, Android SDK

Professional Skills: Project Management, Team Management, Communication, Problem-solving, Attention to Detail, Leadership

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