

Mark Brzozowski

QA Software Analyst

Contact

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Key Skills

C#
Java
Typescript
Javascript
PHP
Python
Kubernetes
Helm
MySQL
Postgres

Education

Dawson College
Computer Science 2005

Languages

English
French
Polish

Portfolio

See my work in action:
<https://brahzoo.com>

Objective

Senior Software Quality Assurance Analyst with over 18 years of experience in software testing, team leadership, and framework development. Skilled in multiple programming languages and testing tools, with a proven track record of delivering high-quality software products in a CI/CD pipeline. Acted as a scrum master in several projects, facilitating team collaboration and communication following 2-week agile sprints. With ambition to transition into a developer role.

Experience

Microsoft | August 2023 – September 2024

- Single handedly Implemented a testing framework from the ground up, integrating tools like Playwright Cucumber, and REST API testing for an IVR frontend logging aggregator. Reached 90% code coverage. Added automated custom reports for releases.
- Improved key QA KPIs, including defect detection rate and test coverage, resulting in higher product quality and reduced post-release issues.
- Acted as Scrum Master, leading Agile processes.
- Acted as a developer for several months, coding in C# and Java, using ADO for agile methodology and GitHub for version control.

Nuance Communications | May 2006 – August 2023

- Played a key role testing SpeechAttendant, (an automated telephony directory) , this involved hardware testing on different telephony hardware
- CI/CD testing with WebAPI Messenger, a bot API for platforms like Facebook, Google Home, and Alexa via REST API

- Mobile speech recognition API testing. Tested through software simulation and on actual hardware for Android and iOS devices (Android was in Java and iOS was in Swift)
- Experience with kanban boards and JIRA for pipeline testing.

Independent Projects

Pin The Place | August 2025 – Present

<https://pinthe.place>

- A web site with community driven geography quizzes where people can create or play their own map based quizzes.
- Fullstack: TypeScript, Node.js Express, Postgres Database
- Security: SSL, XSS, SQL Injection, CORS Policy, Sanitization
- SEO: Meta tags, Open Graph & Twitter Cards, JSON-LD, sitemap.xml

Rocktillery | November 2024 – May 2025

<https://brahzoo.itch.io/rocktillery>

- A top down 2.5D dual stick shooter videogame, where each rock mined has a different ability when shot
- Unreal Engine 4/5, Blueprint Scripting
- AI Behavior Trees & Gameplay Mechanics
- Created AI-driven spritesheets

Volunteering

Grands Frères Grandes Soeurs | October 2019 – Present

Mentoring a kid since he was 6 years old every 2nd weekend, providing guidance, experience and confidence