

Godwin Jan Jimenez

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PROFESSIONAL SUMMARY

Detail-oriented and adaptable Information Technology graduate with hands-on experience in software testing, web-based projects, and technical documentation. Quick to learn new technologies and committed to delivering quality work through strong analytical and problem-solving skills. Passionate about expanding my knowledge across different areas of Information Technology and continuously developing both technical and professional skills. Seeking an opportunity to contribute to an organization in any IT-related role where I can apply my knowledge, gain valuable experience, and grow alongside a collaborative team.

SKILLS

- **Computer Skills:** Window OS, File Management, Internet Research, Basic Hardware and Software Troubleshooting
- **Quality Assurance:** Manual Testing, Regression Testing, Functional Testing, Visual Testing.
- **Tools and Technologies:** Trello, Microsoft Office, Google Workspace.
- **Web Testing:** Cross-Browser Testing, Functionality Testing, UI/UX Validation, Responsive Testing.

WORK EXPERIENCE

GridLock-Games Studio: Quality Assurance Specialist

July 2025 – July 2026

- Tested multiple program builds, identifying functional, UI, and usability defects before release and contributing to overall product quality.
- Performed regression testing after bug fixes to verify issue resolution and ensure existing functionality remained stable across subsequent builds.
- Verified and validated 200+ bug fixes by reproducing reported issues, confirming resolutions, and documenting test results.
- Created detailed defect reports in Trello with clear reproduction steps, expected versus actual results, supporting evidence, and severity classifications, enabling developers to efficiently reproduce and resolve issues.
- Validated program functionality across multiple gameplay systems and user workflows, ensuring features operated according to design specifications and acceptance criteria.
- Maintained organized testing documentation and defect tracking within Trello, providing accurate status updates and improving visibility of testing progress across the team.
- Assisted in prioritizing reported defects based on severity, reproducibility, and impact on user experience, supporting efficient issue resolution during development.



Gridlock-Games Studio: Playtester

April 2025 – July 2025

- Performed manual playtesting on multiple game builds to identify functional, UI, and gameplay issues.
- Reported bugs using Trello with clear reproduction steps, expected vs actual results, and screenshots when needed.
- Reproduced reported issues to confirm consistency and assist developers in debugging.
- Conducted exploratory testing to discover unintended behaviors and edge-case bugs.
- Assisted in verifying bug fixes during development updates and early regression testing.

PROJECT EXPERIENCE

GalawGo! | AI Fitness Coaching and Tracking Platform (Capstone Project)

July 2025 – April 2026

- Proofread and reviewed the research paper to improve graphs, clarity, consistency, and overall document quality.
- Created and maintained the project Gantt chart to plan project timelines, milestones, and deliverables throughout the development lifecycle.
- Conducted manual testing to identify and report functional and UI defects affecting application features and usability.
- Tested the application across multiple environments to verify functionality, compatibility, and a consistent user experience.
- Documented defects with detailed reproduction steps, expected results, and actual results to support efficient issue resolution.



Elixir Emporium | Website Project

July 2025 – November 2025

- Identified and reported functional and UI defects affecting core website features, including forms, search functionality, and navigation.
- Detected input validation issues in admin and user forms (e.g., email, phone number, password, and required fields).
- Reported responsive design issues across multiple screen sizes, including layout misalignment and overlapping UI elements.
- Found inconsistencies in authentication and account features, including login/signup UI issues and password visibility behavior.
- Identified checkout and address management issues affecting user flow and data display.
- Documented and reported bugs with clear reproduction steps and expected vs actual behavior to support debugging and resolution.



EDUCATION

University of Caloocan City

August 2021 – April 2025

Bachelor of Science in Information Technology

- Software Development, Database Management, System Analysis and Design, Web Development, Mobile Application Development.