



QUALITY ASSURANCE (Q.A.)

Year Up's Quality Assurance training teaches students how to test computer software and websites for bugs and errors. Q.A. students learn the basics of the software development lifecycle, how to read and analyze application requirements, how to execute manual and automated tests, and how to track and report software defects- all using industry-standard tools and techniques.

Internships in Q.A. place students as testers within a larger software development team. Many companies create customized software for their business needs, and depend on Q.A. testers to ensure that each version of the software works correctly. Q.A. role responsibilities could include designing and executing tests, working with users to document bugs, and presenting test results, reports, and summaries to management teams. These roles require the employee to be detail oriented, creative, patient, and an excellent communicator.

WHAT DOES Q.A. LOOK LIKE?

Breyana Scales, Quality Assurance Engineer, Zynga Year Up Bay Area Class of January 2012

“When I first joined Year Up, I did not know what to expect. I was shy and insecure when meeting new people, especially in a corporate environment. I knew I had to overcome this fear. Year Up was my ticket into adulthood. I received a lot of support through the Learning and Development phase; having a large group of people that genuinely cared for my success was very special. This support continued during the internship phase of the program, when I was placed at Zynga as a QA intern. Following my internship, I was hired full-time as a Quality Assurance Engineer, where I still work today.

My role at Zynga has given me the opportunity to grow professionally in an exciting corporate setting. Examples of daily tasks include: testing and verifying new features for CityVille (a casual social city-building simulation game developed by the company), writing and editing plans for new features and content, adding and maintaining tickets in an intranet database to track the status of new bugs and features, and communicating with a team of developers and project managers to get CityVille features ready for release.

I am thankful that Year Up's staff knew my personality well enough to place me at a company like Zynga. I immediately fell in love with the company, the culture, and the gaming industry as a whole. I didn't think people who share my interests existed in the corporate environment until I worked with the amazing CityVille team. Zynga has provided me with a great experience that will carry me throughout my career, and I owe it all to Year Up.”

OUR Q.A. PARTNERS INCLUDE



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