Shinsuke Matsuki(@snsk)
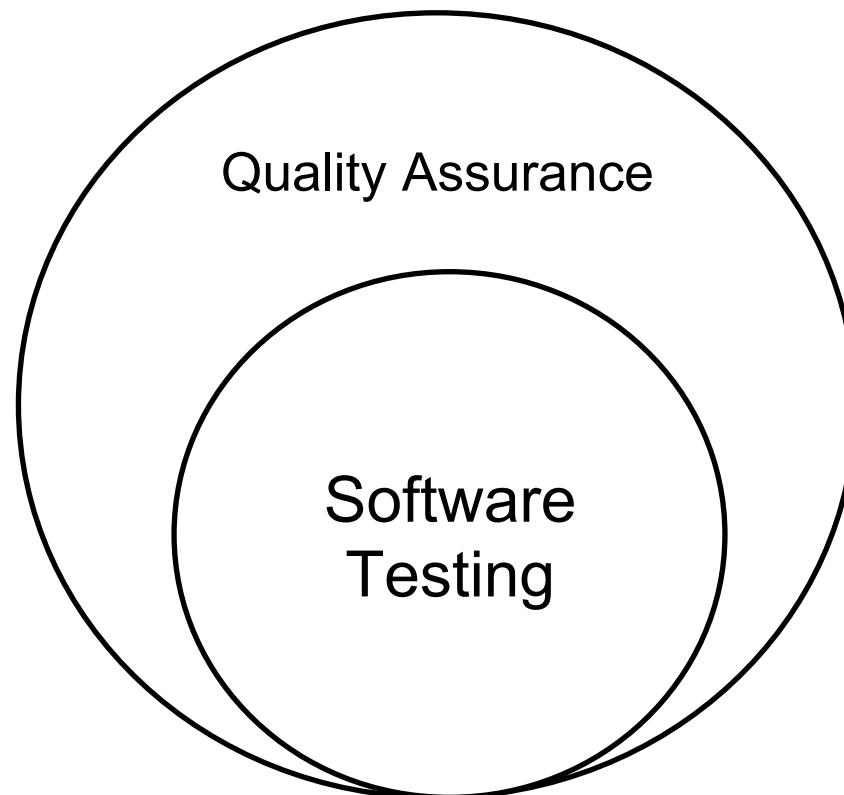## QA Director of ACCESS Co.,Ltd.

- Software Test Automation Research Group Jp (Founder/Committer)
- Android Test Engineering Club (Co-Founder)
- JaSST Tokyo Committee (Member)
- W3C CSSWG (reftest Committer/Test coordinator of WritingModes)
- 12+ experience of software testing and project management.
- I Love it Mobile and Web Technology.
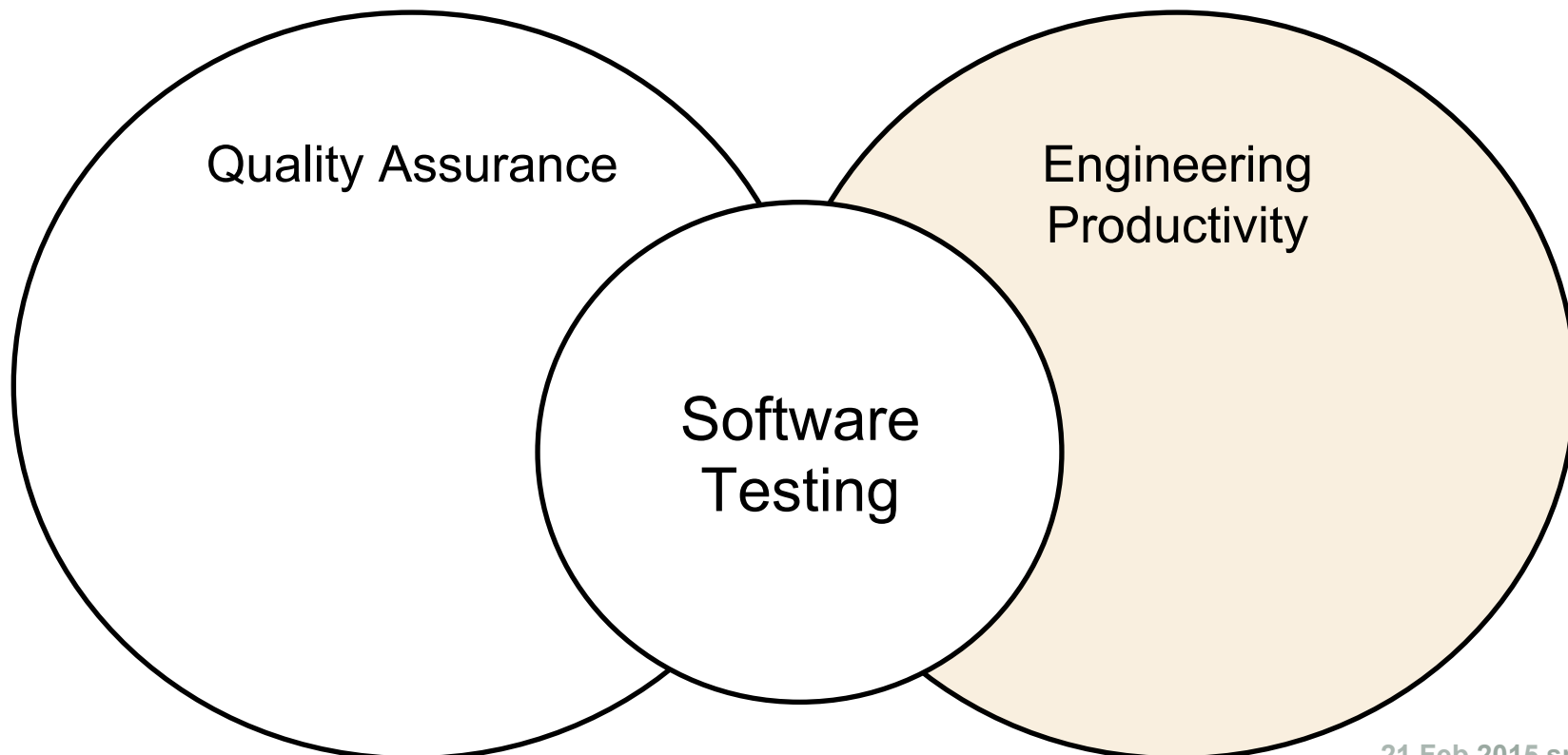- Joint Author/ Contributor of

- Testing is part of Quality Assurance activity.
- Test analysis, Test design, traditional test process.
- Bug report based communication with the team.
- Special non-functional testing skill.
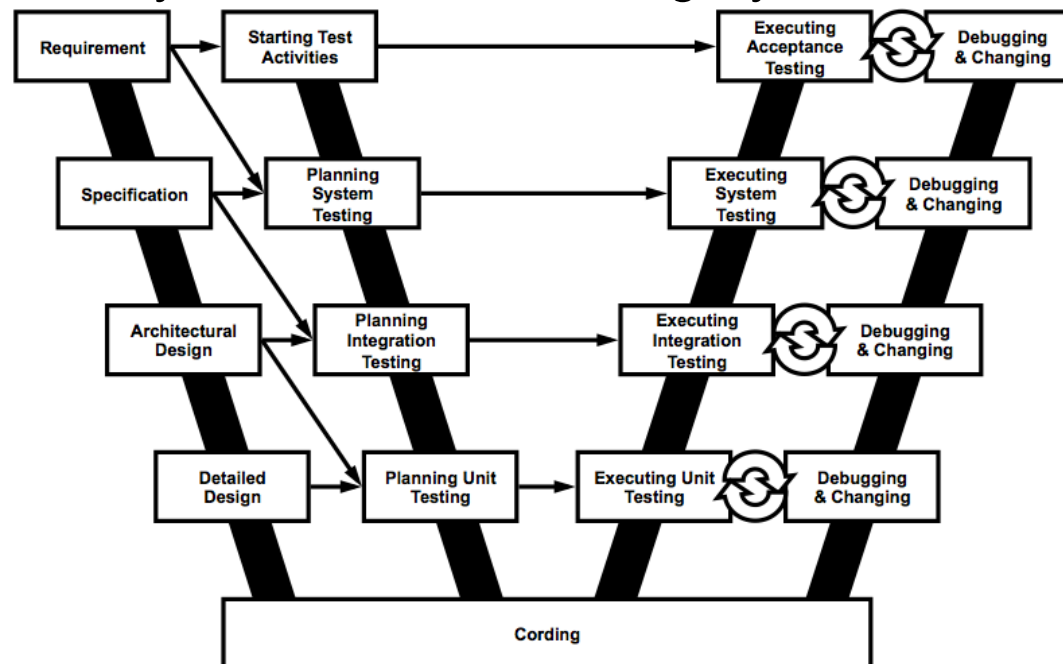
Quality Assurance

Software
Testing

Playground of The Test Engineer's

- The ground has been extended to right side.
- Key Technology: (Effective) Test Automation, Static Test(metrics), Exploratory Testing, and Virtualization.
- Tool assisted non-functional testing.
- Designing Deployment Pipeline.

Quality Assurance

Engineering Productivity

Software Testing

- Apply static testing to the all of "not executable" outcome.
  review, inspection, code analysis. Synchronized the "VISON".
- Designing test architecture. Leading build deployment pipeline according to the design.

- Covering quality according the "VISION", to shorten the TAT.
- Keep high level "Communitization"
- Sense the "Quality", accelerate team "agility".

- "DEVQUT" is an concept of relationship model with Dev, QA, User and Tool.
- QA as a Test engineer will build good relationship between DEV and User using Tools. Tools for example, user community, embedded feedback system, store review.

"Communicatization"