Oscar Barrios

Test Automation Architect

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📍 Tarragona, Spain

Java, Python, Ruby, NodeJS

Spring, Memcache, Kafka, Zookeper

MySQL, MongoDB, Redis, Hive

JavaScript, HTML5, Angular

Grafana, Prometheus, Graylog,

Google Analytics

Selenium, Puppeteer, Appium,

BDD frameworks

Jenkins Pipelines

Kubernetes, Docker, Terraform, Salt

AWS, Azure & Google Cloud Platform

Scrum, Kanban methodologies

Jira, Bugzilla, Confluence, Trello

Git, Gradle, Maven, Artifactory

Spanish, Catalan - Native

English – Full proficiency

French – Professional proficiency

Big fan of Agile methodologies and DevOps culture.
I enjoy embracing new technologies and sharing ideas to build up new software architectures.

SUSE – Remote (20018-Current)

As a Test Automation Architect, I function as a technical advisor, helping to reduce uncertainty for Project Managers and Product Owners.

My role involves assisting in **priority setting**, refining estimations, and facilitating sprint planning. I am responsible for maintaining the **technical vision** of the QE team, ensuring sustainable process design, and aligning workflows and toolchains with quality standards set by PO/PJMs. Additionally, I play a key role in making **technical decisions** regarding our test framework and tools for Infrastructure as Code (IaC) and Continuous Integration/Continuous Deployment (CI/CD).

I am **actively engaged in sharing ideas**, articles, videos, code, and books related to DevOps, Automation, and QA, and regularly conduct internal presentations. Furthermore, I am a co-creator and facilitator of the monthly SUSE DevOps Meetup.

King Activision Blizzard - Barcelona and London (20014-2018)

I designed and develop from scratch a Java test framework to deliver a high reliable continuous integration, **speeding up 90% of time on recurrent test tasks** in game and internal service teams.

Contribute to DevOps process, improving visibility on real-time data analysis through monitoring tools, streamlining CI/CD thanks to Jenkins, Git Hooks and containerization.

Develop new game and web services features, **leading back-end side**. Always focus on reusability and maintainability, I contributed in a game-server layer and collaborate embedded in a game team to bring awesome game features boosting monetization, retention and virality.

Telefónica Digital - Barcelona (2009-2014)

Start a CDN platform, **leading a QA team of five SDET**. Mainly focus on web services integration. To achieve quick regression tests I designed a test framework in Python offering fast development of BDD tests performed on RedHat servers.

Contributed in an internal RFP, evaluating performance of 3 commercial CDNs, applying **advanced skills in network diagnostics**. Currently Movistar TV is built on top of it.

I also contributed in other R&D projects, in charge of **test automation**, experience in advanced web acceleration, iOS/Android mobile apps and cloud platform. (OpenStack).

INRIA – Nancy, France (2007-2009)

Cooperation with JBoss and Bull developing and integrating a web service on BonitaSoft BPM Solution, to achieve **workflow management** of human and automatic actions.

Contribution in a SOA platform, providing more flexibility in **web services development** in collaboration with the Eclipse community and OW2. Presented at JavaOne 2009.

BULL S.A.S - Grenoble, France (2006-2007)

Learning from the builders how design and develop **BPM process**, using XPDL to define workflows. I did a **performance analysis** of BonitaSoft (before the spin-off), running it in cluster mode on different application containers and JVM distributions.