Oscar Barrios

QE Architect

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Recent Engineering Contributions

• CI-integrated synthetic monitoring using Prometheus Push Gateway for real-time product health checks

• AI Test Reviewer: AI-powered PR analysis tool that highlights coverage gaps and test suggestions

• Smart PR End2End test selection based on code coverage analysis

• Built a full maintenance validation pipeline that runs automated E2E tests across 70+ systems

• Flaky test tracking and historical test behavior dashboards via Grafana + Prometheus (using a Prometheus Jenkins Exporter)

• Linked GitHub boards to HTML test reports, enabling traceability of known issues from test to code

• Developed a DevContainer to standardize IDE test environment/runner

• Mentoring a Google Summer of Code 2025 student on AI-based test selection using ML models

Recent Talks

• openSUSECon 2025 – Quality on Autopilot: Scaling Testing in Uyuni

• SeleniumConf 2025 – Smart Test Selection for PRs Using Coverage

• SUSECon 2022 – Automated QA for Maintenance Updates

Current Tech Stack

Terraform, Salt, Podman, Docker, k3s, AWS, Azure, GCP, Redis, bind/named, DevContainers, GitHub workflows, GitLab, Jenkins, Prometheus, Grafana, Ruby, Python, Bash, Go, Cucumber, Capybara, Selenium, GitHub Projects, HTML Test Reporter, Bugzilla, Ollama

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 (2018-Current)

As a QE 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. I'm also a mentor at GSoC'25.

King Activision Blizzard - Barcelona and London (2014-2018)

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.