Joey Moran

QA Manager | Functional Analysis and UAT

joeymoran676@gmail.com | +52 55 5466 1809

Colima, Colima, Mexico | Open to remote work and relocation

LinkedIn: linkedin.com/in/joey-morane-6769a3324 | Portfolio: Figma

Professional profile

QA Manager experienced in functional analysis, UAT, API testing and automation of web and Android scenarios. I have led four direct reports and coordinated validation of a healthcare platform. I structure requirements, evidence and defect reports to support product readiness decisions and follow up on fixes with engineering.

Professional experience

TecnoAI | May 2025 - present

QA Manager (Analysis and Processes) | 2026 - present

Main project: Urgemy, a web and mobile healthcare services platform.

- Led four direct reports: two QA testers, one developer and one UI designer. Assigned tasks and priorities and supported the team through training, feedback and performance reviews.
- Created and consolidated the UAT matrix by module and user role, with scenarios, steps, acceptance criteria, expected results and evidence, providing a shared reference for defects, blockers and fixes.
- Translated needs into requirements and business rules. Reviewed progress against the development matrix and met with clients weekly to follow up on needs and agreements.
- Coordinated functional testing of appointments, memberships, payments, clinical information and ambulance services; documented defects, retested fixes and produced user guides and progress reports.
- Tested APIs with Playwright: JSON structures, data integrity, response times, status codes, authentication and error handling.
- Automated authentication, access control and service scenarios with JavaScript, Playwright Test and Node.js; used Python, ADB and UI Automator for additional checks and Android actions.
- Ran tests on demand in local and QA environments, using test accounts and data, HTML reports, failure screenshots and recorded API responses as evidence.

TecnoAI

UI/UX Designer | 2025

- Designed web and mobile interfaces through user research, wireframing, prototyping and interface validation.
- Built and maintained design systems, collaborating with developers and product stakeholders to align proposals with requirements and support implementation.

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Professional experience

HMH Sistemas

UI/UX Designer | 2022 - 2025

- Created and documented a centralized design system to improve interface consistency and support team workflows.
- Worked closely with developers during implementation and quality reviews.

Cámara de Diputados

UI/UX Designer | 2019 - 2022

- Designed and maintained internal and public-facing government interfaces; created reusable components and implemented interfaces using HTML, CSS and JavaScript in Angular-based environments.

KHM

Junior Web Designer | 2018 - 2019

- Designed responsive web layouts and supported implementation with HTML, CSS and JavaScript. Produced branding, editorial design and illustration assets.

Freelance

Graphic Designer | 2015 - 2017

- Delivered branding, editorial design, illustration and advertising projects; managed deadlines and prepared assets for print and digital production.

Skills and tools

Analysis and testing: Requirements, business rules, acceptance criteria, UAT, functional and API testing, defect tracking and retesting.

Automation: JavaScript, Playwright Test, Node.js, Python, ADB and UI Automator.

Collaboration: Excel, Trello, Google Drive, Figma and Illustrator. Claude and Codex as work assistants.

Education and languages

Bachelor's Degree in Graphic Design | Universidad de Colima | Graduated in 2015.

High school specialization in Programming Analysis | 2011.

Additional training: Google UX/UI design (Coursera) and prototyping with Figma (Udemy).

Spanish: native | English: B2.