

JUAN RAMÓN CABALLERO DOMÍNGUEZ

- SOFTWARE ENGINEER -

hello@ramoncaballero.dev · Youghal, Co. Cork, Ireland

Personal Profile

Software engineer with 15+ years of experience across QA, test automation, and software development. I've worked on international products, built automation frameworks from scratch, and have a genuine interest in writing clean, well-tested code.

I value TDD, maintainability, and thoughtful software design — not just software that works, but software that's easy to change with confidence. In my own time, I automate repetitive tasks, build software projects in modern C++, and write technical guides to consolidate and share what I learn.

Currently open to new opportunities as an individual contributor in software development or test automation roles.

Experience

Software Integrity Engineer - Apple Inc.

since Sept. 2010

- Identified, analysed, and documented defects using internal debugging tools and a bug-tracking system.
- Developed, executed, and refined functional test cases, focusing on high-quality manual testing across complex user workflows.
- Worked in multi-user, continuous-build environments, collaborating with distributed teams and adapting to rapid development cycles.
- Mentored new team members on workflows, tools, and procedures to accelerate onboarding.
- Developed a native macOS application to automate UI tasks with the assistance of AI coding tools.

Audio and Media Technologies - Apple Inc.

Sept. 2025 – Dec. 2025

- Developed code-coverage capabilities for an internal automation framework using C++ and Python.
- Enhanced test quality and visibility by improving coverage reporting pipelines.
- Produced developer and end-user documentation to support adoption of new testing capabilities.
- Leveraged AI-assisted development tools to accelerate implementation and refactoring while maintaining high code quality and consistency across the framework.

Sopra Profit, S. A. U.

Oct. 2007 – Oct. 2008

- Developed and maintained COBOL and DB2 programs in an MVS HOST environment.
- Implemented and supported real-time transaction processing using the CICS monitor.
- Built and enhanced banking transaction systems, ensuring reliability and data integrity.

Freelance Web Developer

2005 – 2007

- Designed and developed HTML/PHP/MySQL websites for local sports clubs, supporting content updates and member information.
- Implemented custom backend features including admin panels and tailored workflows.
- Maintained and updated sites to improve usability and long-term reliability.

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Professional Development and Skills

Full Stack Test Automation course

Jul. 2022 – Jan. 2023

- Built a full test automation framework using Java/Selenium/TestNG/Maven, integrating structured test suites and reusable components.
- Implemented Page Object Model (POM) to ensure maintainable, scalable UI automation across multiple modules.
- Developed BDD automation using Cucumber and Gherkin, defining feature files, step definitions, and hooks for clean test orchestration.
- Performed API automation using Postman and Rest Assured, validating HTTP status codes, headers, and JSON payloads with custom assertions.
- Created mobile automation flows with Appium, covering both Android and iOS interaction patterns.
- Integrated CI/CD pipelines using Jenkins and Docker, automating test execution, environment setup, and reporting within containerized workflows.
- Version-controlled and documented automation projects using Git and Gitea, showcasing complete end-to-end implementations including framework architecture, test suites, and CI/CD configuration.

Educational Background

Masters in Video Games and Mobile Apps Design and Programming

2014 – 2015

Open University of Catalonia – www.uoc.edu/portal/en/

- Developed C++/OpenGL applications on Windows (Visual Studio) and Ubuntu (Eclipse CDT).
- Built Android native components using JNI and C++.
- Created Android apps with Java, SQLite, and JUnit in Android Studio.
- Integrated mapping features using the Google Maps API for Java.
- Developed cross-platform mobile apps using Cordova, HTML, CSS, JavaScript, and Parse.
- Implemented interactive maps using the Google Maps API for JavaScript for web-based applications.

Degree in Computer Engineering

2007

Polytechnic University of Valencia – www.upv.es/index-en.html

Further Training at Polytechnic University of Valencia

2007 – 2008

- Eclipse tooling for debugging, project structuring, and build workflows.
- Developed applications with free/open-source software, focusing on cross-platform practices.
- Built PHP/MySQL web applications, implementing server-side logic and data handling.