Leila Navon

CAREER HIGHLIGHTS

Experienced engineering leader and creative thinker driving quality and innovation with ten years of industry experience. A successful history of building a coherent strategy, vision, and roadmap for quality. Responsible for and recognized for managing the discovery and high-level design phases of major test automation initiatives. An advanced communicator and cross-functional leader, working in highly collaborative environments across all levels of staff and executive leadership teams. Reputed for influencing, motivating, and retaining a highly capable team of Quality Engineers and SDETs focused on superior service quality and cutting-edge tooling. Passionate coach and mentor with a successful history of growing top-performing engineering teams. Daily activities include driving and supporting full product lifecycles, providing technical direction and leadership, and promoting a culture of innovation and dedication.

EXPERIENCE & ACHIEVEMENTS

SiriusXM / Pandora Media Inc., San Francisco, CA	2017-2023

Senior Engineering Manager, Test Automation and Developer Experience

With over 20 million monthly active users, SiriusXM and Pandora reach an audience of more than 150 million people with streaming music, AOD, VOD, and spoken word content. As a senior test engineering manager, I drove a culture of shared quality across the engineering organization through pragmatic test automation, influenced manual testing, Developer Operations, and overall CI/CD confidence. I was responsible for product quality across supporting services and all platforms, including Android, iOS, and web applications. I managed a frontend automation team and led the effort to build a native automation framework using Behavior Driven Development (BDD), while implementing a fast feedback loop to inform quality.

- Led a geographically dispersed team of 30+ quality engineers responsible for conducting Functional, End-to-End, Component, Contract, Performance, and Longevity testing.
- Responsible for driving automation framework improvements across all client platforms for in-market products and next gen applications
- Software quality advocate in the company, fostered a 'shift left' quality focus, driving quality and efficiency improvements through agile development and release management
- Pivoted team from Appium based automation framework to native test frameworks to improve coverage, speed, feedback time, and reliability
- Responsible for driving adoption of quality metrics within the quality organization and provided quantitative quality assessment of new features and releases
- Implemented a native automation testing framework across new server driven UI architecture for both front-end and back-end development teams to maintain development velocity with confidence in quality
- Responsible for reporting out client quality health, and feedback messaging to bring change to engineering processes
- Driving product readiness meetings every sprint for new feature launches with VPs and executive stakeholders to ensure the product is meeting quality standards
- Measure scope and risk of future quality endeavors including but not limited to test procedure for new API's and third-party partnerships.
- Responsible for project management within the quality organization to have a centralized understanding of the quality within different teams

Apple Inc., In-Car Experience, Cupertino, CA   2016-2017

Quality Engineer II,III

The CarPlay and In-Car Experience service is available globally to iOS users in over 600 car models, and 7 aftermarket head unit systems, and is compatible with over 25 iPhone models. CarPlay provides a smarter, safer way to use an iPhone while you drive. As a quality engineer, I was responsible for ensuring the quality of the service and validating features of the in-car experience.

- Quality testing of our features on third-party, automobile manufactured head unit systems
- Responsible for build promotion notifications and reporting results that supported engineering efforts
- Assist in full, end to end testing for new features for Apple CarPlay, including on new OS builds and new Apple branded hardware
- Train new employees on the Apple in-car experience, building out an onboarding structure and system to introduce new hires to proper testing techniques
- Work cross functionally with hardware, software, firmware, third party, and development tools teams, building out time management and collaboration skills
- Build out weekly reporting for senior leadership to review to make go/no-go decisions on product releases

Apple Inc., HomeKit, Cupertino, CA   2015-2016

Quality Engineer I

In collaboration with over 100 brands worldwide, the Home app and HomeKit framework allows the user to easily and securely control home automation accessories from all their Apple devices. Each of these third party accessories is reviewed and approved by Apple. As a quality engineer, I was responsible for qualifying internal software and framework development, new features, Siri (voice activated) commands, and ensured compatibility with over 5 iPhone models. I was solely responsible for building out a thorough test plan from the ground up for third party accessories, which became a part of Apple's thorough set of requirements for partnering accessories.

- Top leader in bug filing for HomeKit-related software, third-party apps, and HomeKit accessories.
- Created and presented thoughtful test data reports in an easily digestible way for senior leadership review
- Created better practices to approach HomeKit test requirements for third party companies.
- Updated test automation as needs evolved using Pytest

Apple Inc.   2013-2015

Trainer

Reimagined training from Apple. Apple training delivers everything you need to learn about the technology—in store and on your time. As a trainer, I lead sessions that inspired hands-on creativity in photography, art, music, with a focus on teaching product usage to disabled and/or impaired customers.

- Worked directly with customers and employees training on OS X, iOS, and first-party application use and received certification to teach Aperture
- Received an ovation award for most improved customer satisfaction within my first quarter. My second quarter, received another ovation award for highest customer satisfaction in the market.
- Facilitated workshops for small businesses, coworkers and customers, including coding summer camps

Sound Assistant

Danetracks is an academy award-winning sound facility that records, designs, and produces audio for major motion pictures. My role as a sound assistant varied day to day, encompassing everything from recording audio on set and on set, to sound design work, to foley and dialogue replacement.

- Recorded and edited sound effects and dialogue on multiple feature films such as Twilight: Breaking Dawn, The Raven, Cabin in the Woods, and The Apparition
- Utilized best practices for on-site audio recording, studio recording, audio file cutting and cleaning, dialogue replacement, proper file management and preservation

CORE COMPETENCIES

- ❏ Building Strong & Diverse Teams
- ❏ Software Development
- ❏ Tools Development
- ❏ Streaming and mobile devices
- ❏ Solutions Architecture

- ❏ CI/CD Principles
- ❏ QoS Engineering
- ❏ Quality Metrics
- ❏ Performance Testing
- ❏ Native Test Automation
- ❏ iOS, Android, Web Development

- ❏ XCUITest
- ❏ Espresso, Selenium
- ❏ Dashboarding and Reporting
- ❏ DevOps/Site Reliability
- ❏ Shift Left Test Practices

EDUCATION

California Institute of the Arts
Bachelor of Fine Arts, MTIID; Minor in Science and Math (2012)

UC Berkeley
Certificate in Machine Learning and Artificial Intelligence (expected 2023)

Institute of Integrative Nutrition
Integrative Health Coach Certification (2020)

Continuing Education Online
Python, Big Data Practices, iOS Development (2018 – 2021)