

Tomas Arizu

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SUMMARY

Product- and technology-oriented professional with a background in Digital Business (Universidad de San Andrés) and hands-on experience building MVPs and prototypes. Currently QA Automation Engineer at Luno, acting as the link between developers, design, and the client to ensure product quality. Targeting product roles that combine business vision with technical judgment.

EXPERIENCIE

QA Automation Engineer – LUNO . REMOTE (Full-time)

Jan 2026 - Present

- Ensure product quality across three platforms: Creator Hub (content creators), Adapt (a ChatGPT-style conversational assistant), and Adium Pro (pharmaceutical).
- Bridge between developers, design, and the client: detect, document, and prioritize issues (Notion, Linear), translating needs into decisions on what to fix first.
- Built the test automation from scratch: Playwright (TypeScript, Page Object Model) and Maestro, with cross-platform testing (web, Android, iOS, Windows).
- Contributed feedback on product and UX definitions alongside the Head of Product; several of my changes were incorporated into the design.

Operations Specialist (Intern) – Globant — Disney Smart Parks

Dec 2024 - Apr 2025

- Integrated Jira with Smartsheet dashboards for operational visibility, supporting Program Management.
- Turned operational and sensor data into actionable alerts; documented SOPs and cross-team handoffs.

PROJECTS

Lendit – Credit-fund manager for SMBs (thesis) · lendit-next-arg.vercel.app

- Designed the end-to-end web prototype and the demo-day pitch.

OneBite –Premium dining club (co-founded) · onebiteclub.com

- Identified the problem and validated demand with 60+ surveys of potential users (high willingness to pay) before building.
- Designed the membership and benefits proposal. Live product.

Restaurant Payments on Solana — wallet + rewards program

- Conceptualized the product (Solana payments + points-based gamification) and collaborated on development with a technical co-founder over several months.

SKILLS

Product: user discovery and validation, feature definition, prioritization, prototyping, metrics.

Technical / Testing: Playwright (TypeScript, Page Object Model), Maestro, test-case design, bug reporting, cross-platform testing.

Technologies: TypeScript/JavaScript (advanced), React, Next.js, SQL (basic), Python (basic), Solana/web3 (exposure).

Tools: Linear, Notion, Jira, Figma, GitHub.

Languages: Spanish (native), English (C1 — Cambridge).

EDUCATION

Universidad de San Andrés (UdeSA)

BACHELOR'S IN DIGITAL BUSINESS

2021 - JUN 2026

Colegio Cardenal Newman

BILINGUAL H SCHOOL DIPLOMA

2008-2020