Galina Komarova
Concord, CA
Cell: (415)568-0191
E-mail: galinakomarova1@gmail.com

SOFTWARE QA ENGINEER

SUMMARY:

- 5 + years of testing experience
- Work experience in gaming industry with web based and mobile applications
- PC Gamer (Xbox, Playstation, Wii, Steam)
- Understanding of Development Life Cycle and QA Methodology
- Ability to write and analyze technical documentation: test plans, test cases, test matrices, check lists
- Write easy-to-follow bug reports and verify them fixed in new releases
- Wrote and executed SQL Statements to retrieve data from back-end.
- Excellent analytical, communication, and problem-solving skills
- Well organized and detail oriented
- Languages: English, Russian

-

TECHNICAL SKILLS:

Platforms:	Windows 7/8/XP, Mac, Linux.
Mobile Platforms:	iPhone OS, Android OS, Windows Mobile
Programming:	HTML, XML, JavaScript, CSS, Unix (Linux)
Database:	Oracle, MySQL
Test Automation:	Selenium IDE/RC/Eclipse, Webdriver
Networking:	TCP/IP, FTP, HTTP(s), Internet, Intranet
Virtualization:	VMware Server, Remote Desktop
Bug Tracking:	Bugzilla, Elementool, Jira
Browsers:	MS Internet Explorer, Mozilla Firefox, Chrome, Safari, Opera
Applications:	MS Office (Word, Excel, PowerPoint, Outlook)

09/2015 – 07/2018 – QA Engineer, Netpulse Inc, San Francisco, CA

- Work with a small team in the agile development environment to execute functional, Regression, Performance testing and follow Requirement Traceability Matrix (RTM) to develop validation testing according to the company's QA methodologies and procedures.
- Perform web (frontend and backend), client and mobile testing.
- Developed and maintain detailed test plans and test cases
- Maintained bug database. Input all defects and track issues. Provided detailed bug reports through isolation and bug investigation.

06/2015 – 09/2015 – Mobile QA engineer, Kabam, San Francisco, CA

- Created and maintain test plans and test cases.
- Performed smoke, regression, functional testing compatibility.
- Performed deep functional and regression. Provided developer teams with detailed reports on quality metrics, identified bugs/flaws and recommended fixes.
- Maintained bug database JIRA. Input all defects and track issues. Provided detailed bug reports through isolation and bug investigation.

02/2014 – 04/2014 – Project 'User portal redesign' for Print Luna Inc

Objective: create a new design for log in and sign up flow
- Create test plans and test cases for the new log in and sign up flow
- Participate in day-to-day stand up meeting with developers and product teams to stay in the loop of current project development
- As soon as we have something testable (and developers merge their code to the separate branch (develop) we build qa from develop branch an d start testing
- Perform deep functional testing of the new features, compatibility testing across different browsers and also regression testing just to make sure that the new functionality didn't break the old one
- Utilize Firebug to check CSS issues (overlapping issue, shifted issues, etc.) and negative responses (if BE returns errors)
- Log detailed ticket into Jira and assign them to developers. When the bug returns to me, perform regression testing of this feature an d around functionality features. Reopen if Fail and send back to developer with the my comment. If Pass close the issue
- After release the project to production do quick regression in prd
- Participate in retrospective meeting to discuss pros and cons of the project

01/2013 – 05/2013 – Web/Mobile QA engineer, Contour, Sunnyvale, CA

- Participated in testing of 3 main components: web application, desktop application and mobile application (IOS, Android)
- Created and maintained test plans and test cases.
- Performed smoke, regression, functional testing compatibility, exploratory testing of the company website.
- Performed deep functional and regression, testing for the client. Provided client developer teams with detailed reports on quality metrics, identified bugs/flaws and recommended fixes
- Having strong experience in Sanity testing, Feature testing, Functional testing, System testing, Compatibility testing, Regression Testing, on different Mobile Handset.
- Found content, CSS bugs and reported them to producers and developers
- Maintained bug database (Jira). Input all defects and track issues. Provided detailed bug reports through isolation and bug investigation.
- Familiarity with automation tools (Selenium IDE, Webdriver). Utilized these tools to create test cases for web automation.
- Analyzed application failures, reported issues and monitored defects until resolution
- Gathered detailed information related to customer issues and problem reports

03/08 – 10/10   Web Tester, Prima Games , Gomel, Belarus

- Tested company web application (gaming portals)
- Analyzed company specification documents and developed detailed test cases
- Executed test cases for multiple modules of the application
- Performed manual testing of the application: GUI, usability, functionality and regression testing

- Performed testing in different browsers and platforms.
- Researched software failures and made them reproducible
- Utilized JIRA bug tracking system to report software defects, monitored them until resolution
- Performed effective co-ordination between development and testing teams.

EDUCATION & TRAINING:

2013   Software Quality Assurance, Computer Educational Center, San Francisco, CA
2013   Information Technology, Computer Educational Center, San Francisco, CA
2013   Test Automation, Computer Educational Center, San Francisco, CA
2010   Software Quality Assurance, Computer Courses, Minsk, Belarus
2008   Statistic and Computer Science College, Minsk, Belarus

REFERENCES AVAILABLE UPON REQUEST