Dmytro Nazdratenko

Age: 27 years

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GitHub: https://github.com/DimaNazdratenko

Objective

Getting experience and the further professional growth in development. Interested in participation in challenging projects.

Summary

- More than **3 years** experience in IT (QA engineer);
- Experience with **JavaScript, HTML, CSS** and **SQL**;
- Experience with Version control system (**Git**);
- Knowledge of **OOP, BEM**;
- Experience with **NodeJS, PixiJS, npm, gulp, sass, pug**;
- Experience in Automation testing (**Behat, Mocha, Chai, Protractor, Jasmine**);
- Good understanding of **Page Object** pattern;
- Experience in developing Test artifacts (**Test Plan, Test Case, Test Suite**);
- Experience of working with Bug-tracking and Test Case Management systems (**JIRA, Mantis, TestRail**);
- Experience with web testing tools (**Firebug, Fiddler, XSS me, SQL inject me, Web Developer etc.**);
- Experience in cross platform testing using virtualization tool (**Oracle VirtualBox**);
- Understanding of **Software development lifecycle** (SDLC) and **Bug Lifecycle**;
- Understanding of **Agile** and **Waterfall** methodologies;
- Experience of administration and working with the **CRM System**;

Personal qualities:

- Strong analytical skills with a high attention to details;
- Ability to work well as part of a team;
- Capability of a quick learning and willingness to learn new technologies;
- Good communication skills.

Experience

- **Pet-project** (look at github link above or http://nazdratenko.online)
  - Working on own portfolio site using Bootstrap 4, jQuery, scss, pug based on BEM methodology. Project built with gulp.
  - Created and integrated into site the html5 2D game on WebGL. In development was used PixiJS engine.
- **Lucky-Labs** (July 2015 – Present)
  QA Engineer
  - Manual testing of Web projects.
  - Test automation using Behat and Protractor + Cucumber/Jasmine.
  - Writing and executing test cases and checklists.
  - Analyzing of technical documentation.

- o Bug reporting in bug tracking system.
  - o Taking part in bug fixing (html/css).
- **Ukrtelecom** (February 2015 – July 2015)
  Business process development specialist for IT department
  - o Preparation of technical documentation.
  - o Analysis, design and implementation of business processes.
  - o Administration of the CRM system:
    - Establishment of new services;
    - Testing of new and existing services (Functional and GUI testing);
    - Program support of existing services;
    - Customer Support.
- **JTalks (JCommune Project)** (September 2014 – July 2015)
  Software Test Engineer (freelance)
  - o Manual and ad hoc testing:
    - Functional testing;
    - Usability testing;
    - Compatibility testing;
    - GUI testing;
    - Localization testing.
  - o Bug reports creation in bug tracking system (Jira).
  - o Working with Data Base in DBeaver.
  - o Writing test documentation.

Education

- 2012-2013 − T. Shevchenko Kyiv National University,
  Mechanics and Mathematics Faculty,
  specialty "**theoretical and applied mechanics, applied mathematics**," full-time education. Master's degree.
- 2008-2012 − T. Shevchenko Kyiv National University,
  Mechanics and Mathematics Faculty,
  specialty "**engineer**", full-time education. Bachelor's degree;

Additional education:

- 2017 **HTML5** and **JavaScript courses** (as result, I've created the HTML5 game);
- 2016 **Testing courses** for preparing to ISTQB;
- 2013-2014 **Testing Software courses** (SkillUp company);
- 2013-Present **English classes**.

Language skills

- Ukrainian − native;
- Russian − fluent;
- English − intermediate.

Additional information

I am fond tennis and interested in "Apple" company and everything related to it (software, products, technology, history of professional development).