

# CURRICULUM VITAE

Looking for a position: **Manual QA engineer**

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## EXPERIENCE

<p>May 2019 – October 2019</p> <p>Company: <a href="#">Invento Labs LLC</a></p> <p>Position: QA engineer</p> 	<p><b>Web project:</b> <a href="#">Odoo</a> implementation for custom solution. (ERP, business processes automation and providing comprehensive information support).</p> <p><b>Responsibilities:</b></p> <ul style="list-style-type: none"><li>• Close communication with developers and business analysts to analyze issues and requirements. Testing and changing requirements.</li><li>• Implementation QA process in development team.</li><li>• Functional new feature testing, regression testing, integration testing.</li><li>• Bug reporting and validating bug fixes. Making detailed description of the issues (screenshots, ways to reproduce the problem).</li><li>• Test documentation creation (test cases, checklists, resource planning, regress list, users checklists, build acceptance test results, change log).</li><li>• Scrum activities (daily scrum, task planning/estimation, task grooming, review, retro, demo).</li><li>• Working with database using SQL.</li></ul> <p><b>Tools &amp; technologies used:</b></p> <ul style="list-style-type: none"><li>• Odoo, Redmine, DBeaver, Linux, DevTools, VirtualBox, Chrome/MF/Opera.</li></ul>
<p>July 2018 – May 2019</p> <p>Company: “<b>Applause App Quality, Inc.</b>” Crowdtesting platform: <a href="#">uTest.com</a></p> <p>Position: Functional tester (remote part time.)</p> 	<p><b>Android mobile projects:</b> <a href="#">BIP</a> (messenger), <a href="#">CNET</a> (news app), <a href="#">Magic Kinder</a> (family game), <a href="#">Jump Down Arcade</a> (casual game), <a href="#">Dergilik</a> (digital newspaper app).</p> <p><b>Responsibilities:</b> Functional, Exploratory, Stress testing, UI testing, Bug reporting.</p> <p><b>Tools &amp; technologies used:</b> Android studio (capture logs, screencast, screenshots), Charles proxy (providing HTTPS session with bug reports), uTest integrated BTS, Google sheets, Android.</p> <hr/> <p><b>Web projects:</b> <a href="#">mylifebox.com</a> (cloud storage), <a href="#">start-up nation finder</a> (online platform about Israeli start-ups, investors, hubs, technologies), <a href="#">fizy.com</a> (online music service).</p> <p><b>Responsibilities:</b> Functional, Exploratory testing, Cross browser testing, Bug reporting.</p> <p><b>Tools &amp; technologies used:</b></p> <ul style="list-style-type: none"><li>• Devtools, uTest integrated BTS, Google sheets, Chrome/MF/Opera/IE11, Windows 10.</li></ul>

<p>April 2013 – June 2018</p> <p>Company: “EnerjetikBOX”</p> <p>Position: Team lead (master)</p> <p>(Manufacturing low voltage complete devices.)</p>	<p><b>Project:</b> “Velcom” communication coverage.</p> <p><b>Responsibilities:</b></p> <ul style="list-style-type: none"> <li>• Reading project documentation and compiling a workflow;</li> <li>• Work planning, decomposition and assignment of activities between team members;</li> <li>• Installation of switchboard equipment;</li> <li>• Development of electrical circuits;</li> <li>• Hardware and software repairs;</li> <li>• Communication with customer.</li> </ul>
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## EDUCATION

- October - December 2018 QA-Academy A1QA “[QA English Basics](#)”.
- April - June 2018 QA-Academy A1QA “[Basics of software testing](#)”.
- 2001 Minsk State Polytechnic College “Automation of technological processes and production”.

## LANGUAGE

- English (B1 - Intermediate). I able to read technical documentation, create test documentation.
- Russian (Native).

## PROFESSIONAL KNOWLEDGE & SKILLS

- Understanding of methods, types, levels, principles and test design techniques of software testing.
- Understanding client-server architecture. HTTP methods. I have experience working with sniffers such a Charles proxy and Fiddler (capture and change requests before sending them to the server or client).
- I have expertise in REST API testing using Postman (create collection, use pre-requested JS scripts and tests).
- JSON/XML basic knowledge (JSON objects, arrays, data types etc. XML tags, elements, attributes etc.)
- General understanding network technologies: TCP/IP, UDP, HTTP/HTTPs, FTP, DHCP, DNS.
- Can use tools/applications/OS: Postman, Charles proxy, Fiddler, DBever, DevTools, Android studio, Google sheets, VirtualBox, Linux, Windows, Android.
- Knowledge of basic GIT commands.
- Experienced in Agile (Scrum) software development methodology.
- I can compose simple SQL queries to modify or sort test data using DML or DDL commands.
- General understanding of HTML, CSS.
- Worked with the following Bug Tracking System: Redmine, Jira, uTest integrated BTS.

## INTERESTS & EXTRA INFORMATION

- My features of character are optimistic, honest, responsibility, learning, communication, ability to adapt quickly, ability to work in team. Focused on product quality and teamwork. I'm not focusing on number of bugs, but aimed at the highest quality of the final product.
- Participating in professional meetings:
  - December 2018 inQA.by MeetUp#4 “Postman, JMeter, Cypress” event-space “Imaguru”.
  - October 2018 inQA.by MeetUp#3 “Mobile & WEB application testing” HTP Belarus Minsk.
- I really like picking mushrooms, fishing, hanging out with friends. I love animals. I have a cute cat. I'm also interested in the video game industry. I love video games and often play them. I have a many friends from different countries in this field and also often meet them online.