

Evyatar Hachohen, Automation QA Engineer

Tel Aviv, Israel, +972543484221, hachohenv@gmail.com

LINKS	LinkedIn , Instagram	
PROFILE	<p>QA Automation Team Leader with 7+ years of hands-on experience in QA methodologies and automation frameworks, with deep specialization in the gaming industry. Led the first AltUnity-based automation project in Israel and built end-to-end QA strategies for complex products.</p> <p>Experienced in leading global teams, establishing testing processes from scratch, and integrating AI-driven capabilities into QA and automation workflows. Strong background in cyber intelligence and gaming, combined with product-oriented thinking and a proven ability to transform QA from a supporting function into a strategic business enabler.</p> <p>A self-learner, passionate about innovation, cross-team leadership and improve methodologies.</p>	
PROFESSIONAL EXPERIENCE		
Dec 2021 — 2025	Automation & QA Team Lead, Matific	Tel Aviv-Yafo
	<p>Led and mentored a global QA team of eight members while designing and implementing automation frameworks using Appium, AltUnity, Java, and Python. Through workflow optimization, advanced Git practices, and CI/CD integration, I reduced release cycles by 50% and decreased client support tickets by 30% by introducing more efficient user story validation methods. I developed automation infrastructure for Android, iOS, WebGL, and Unity-based games, enabling faster cross-platform hotfix deployment and reducing overall deployment time by 15%. I collaborated closely with Product Managers, Game Designers, and the CTO, and partnered with ISTQB Israel to launch a joint QA competition initiative. I also led the partnership that positioned Matific as the official testing platform for Israel's top QA competition in 2024 and initiated event panels and product testing processes grounded in a data-driven product methodology.</p>	
2024 — 2025	QA architect Product Tech Lead, OSINT	
	<p>Led development of the company's core cyber-intelligence system. Owned full QA lifecycle from system design to release.</p> <p>Built automation with Playwright (JavaScript), including performance and load testing. Acted as hybrid QA/Product lead, initiating and implementing AI-based features. Improved user experience and transitioned business model to SaaS, resulting in a 30% revenue increase. Applied domain expertise in cyber intelligence to enhance system quality.</p>	
Mar 2021 — Dec 2023	Teacher, HackerU College	
	<p>Developed and delivered curriculum on automation methodologies and game application testing, fostering student engagement and understanding. Mentored aspiring automation professionals, guiding them through practical applications of QA principles and tools. Utilized hands-on approaches to enhance learning outcomes, ensuring students gained relevant skills in automation development.</p>	
Jan 2019 — Feb 2021	QA Engineer, Mobideo	
	<p>Developed and executed comprehensive manual and automated test cases, ensuring high-quality software delivery. Built automation strategies using Selenium and Java, enhancing testing efficiency and effectiveness. Performed database testing across SQL and NoSQL systems, validating data integrity and performance.</p>	
	QA Engineer, Handassah Medical Center	
	<p>Established AQ methodologies and automation infrastructure. Conducted system, usability, and integration testing. Wrote test scripts with Selenium and Java.</p>	
Mar 2014 — Aug 2018	Team Commander, Israel Navy, IDF	
	<p>Led small tactical teams in high-pressure environments.</p> <p>Developed rapid learning skills and resilience.</p>	

EDUCATION & CERTIFICATIONS

Aug 2019 — Jan 2026	B.Sc. in Computer and Information Sciences, Open University (Ongoing)
Mar 2021 — Dec 2021	Automation Diploma, HackerU
Jan 2021 — Feb 2021	ISTBQ Certified Tester, ISTQB
Jan 2022 — Jan 2023	Game Designer, Open University

SKILLS

Automation framework	Agile
Selenium	AI-Powered Testing approaches
Appium	Strong Communication
Playwright	Cross-Team Collaboration
AltUnity	Product Ownership
Java	Innovation
Python	Team Leadership
JavaScript	Mentoring
Performance	AI tools
Load Testing	Git
CI/CD	

PERSONAL

Creative thinker, lifelong gamer, and proud dad to Ari.