

Elena Beliakova

Senior QA Specialist

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Career Summary

Dedicated Senior GameDev QA with extensive experience ensuring high-quality gaming experiences through meticulous testing and team collaboration. Skilled in identifying issues, refining gameplay, and implementing robust QA strategies to deliver exceptional products to players worldwide. Passionate about creating engaging, frustration-free games that players love.

Skills

Technical Skills

- Game Testing (Manual and Automated)
- Test Documentation: Test Cases, Plans, Checklists
- Bug Tracking Systems: Jira
- Tools: Performance Monitoring (Kibana, Grafana), Git, TeamCity, Jenkins
- Log Analysis and Performance Testing

Soft Skills

- Team Management and Mentorship
- Playtest Coordination
- Requirement/Design Document Analysis
- Workflow and Process Optimization
- Risk and stress management

Work Experience

DPS Games, Guildford (UK) – Senior QA Specialist

AUGUST 2023 – PRESENT(5 months)

- Oversee the Stream QA team, assigning tasks and prioritizing workloads in alignment with business objectives, requirements, and risk considerations.
- Develop and implement comprehensive test plans for new features, including building and troubleshooting.
- Facilitate playtesting sessions and provide on-the-spot support during alpha test phases.
- Collaborate closely with development teams to identify and resolve bugs, ensuring product quality.
- Supervise risk management activities, track issues in problem logs, and escalate critical concerns to leadership.
- Contribute to recruitment efforts and lead small teams focused on testing core gameplay functionality.
- Train and mentor QA team members in systems, procedures, and quality assurance best practices.

Lesta Games, Saint Petersburg (Russia) – QA Specialist

JULY 2020 – AUGUST 2023(3 years, 1 month)

- Managed the Stream QA team, planning workloads based on business goals, requirements, and risk management considerations.
- Created and executed test plans for development features, including build creation and troubleshooting.
- Conducted performance testing and shared actionable insights with development teams to enhance game quality.

- Organized playtests and facilitated real-time support during alpha testing phases.
- Monitored risk management processes, maintained problem logs, and escalated critical issues to leadership.
- Trained and mentored QA team members, fostering adherence to best practices in quality assurance.
- Participated in hiring processes and managed teams responsible for core gameplay testing.

Edisoft, Smolensk (Russia) – Head of the QA Department

DECEMBER 2019 – JULY 2020(7 months)

- Coordinated bug fixes, software enhancements, and QA activities to ensure product reliability, timely delivery, and adherence to best practices.
- Collaborated with cross-functional leadership to define and execute comprehensive QA strategies, improving defect tracking, root cause analysis, and overall quality standards.

Edisoft, Smolensk (Russia) – QA Team Lead

FEBRUARY 2016 – DECEMBER 2019(3 years, 10 months)

- Created and maintained automated test scenarios, streamlining team processes for independence.
- Developed onboarding procedures for seamless integration of new team members.
- Collaborated with development and production teams to provide timely updates and drive workflow improvements.
- Coordinated bug fixes and software enhancements while prioritizing QA tasks.

New Contact (Call Center), Smolensk (Russia) – Software Test Engineer

JULY 2015 – JANUARY 2016(6 months)

- Designed, executed, and maintained test cases to validate functionality and ensure comprehensive test coverage.
- Conducted functional and regression testing to uphold high-quality standards.

OOO Stankoservice, Smolensk (Russia) – Technical Support Engineer

DECEMBER 2014 – FEBRUARY 2015(2 months)

Researched, diagnosed, and resolved customer technical issues while ensuring accurate tracking in ticketing systems. Created user manuals and knowledge base articles to streamline support processes and enhance user experience.

OOO Twins, Smolensk (Russia) – System Administrator

MARCH 2014 – DECEMBER 2014(9 months)

Deployed, configured, and maintained servers, workstations, and network devices. Provided technical support to end-users and collaborated on IT policy implementation and documentation.

Achievements:

Employee of the Year (2022) – Lesta Games: Recognized for exceptional contributions to improving project quality and driving professional development.

Education

Smolensk State University, Smolensk, Russia

SEPTEMBER 2009 – JULY 2014

Specialist, Applied Mathematics and Computer Science