

Grigorii Spasskii

Software QA Engineer (manual: 80%, automation: 20%)

QA Engineer with over a year of manual testing experience and several months working with automated testing. Detail-oriented, passionate about cross-team collaboration, and always eager to learn and always aim for the stars.

📞 055 7722004

✉️ piratdobra@gmail.com

linkedin.com/in/grigorii-spasskii

עברית, English, Russian

Petah Tikva, Israel

Experience Summary

2024 – till now

Software QA Engineer in MY.GAMES –

- Conducted testing for *Rush Arena* and *Castle Duels*, ensuring high-quality gameplay experiences.
- Developed and executed test plans, created and refined test cases for new features.
- Designed and implemented automated tests to improve testing efficiency.
- Identified, documented, and tracked bugs, ensuring timely resolution through effective cross-team communication.
- Wrote new and updated old automatic tests for different aspects of the game.

Rush Arena and *Castle Duels* are huge mobile games on which I tested a lot of different aspects of projects, such as visuals, mechanics and localization. I performed tests on different hardware and operating systems to ensure a great experience for all players. As a part of my job I also set up servers for testing related to notifications and in-game events tied to time. Overall I participated in testing a lot of major updates which overhauled big chunks of the game.

Tools: TestRail, Unity, TeamCity, Confluence, Jira, Git/GitLab, Visual Studio.

2022 – 2024

Manual QA Tester on Mystlands –

- Tested project on all of development stages.
- Wrote bug reports with different levels of bug-priorities.
- Organized tests.
- Used agile development methods.

Mystlands is an ambitious Unreal Engine 5 project on which I was tasked with organizing tests for each new feature, writing bug reports and deciding which bugs should be prioritize.

Tools: Unreal Engine, Confluence, Git/GitHub, Azure, Visual Studio, TortoiseSVN.

Skills

- TestRail
- Unity
- Unreal Engine
- Android testing
- IOS testing
- Git/GitLab
- TeamCity
- Azure
- TortoiseSVN
- Agile
- Confluence
- Google Drive, Microsoft Office
- Visual Studio
- BlueStacks
- IntelliJ IDEA
- Java, C, JavaScript
- Jira, Trello
- JSON
- JUnit
- Windows, Android, IOS

Languages

- Hebrew – advanced
- English - fluent
- Russian – native

Education

2017- 2021

Engineering

LETI University, Saint-Petersburg

2022 - 2024

Game development

ITMO University, Saint-Petersburg

2025

Full-stack Java Developer

Educational Center “Tel-Ran”, Carmiel