



# Yeromin Anton Oleksandrovyich

Senior QA Engineer

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## ◦ Skills ◦

### Manual Testing

Functional, Regression, Exploratory,  
UI/UX, Integration

### Automation Testing

C# (Appium), Python (Selenium)

### Testing Tools

TestRail, TestLink, Postman, Charles  
Proxy, Fiddler, Android SDK, ADB, iTools,  
Azure, Git, MSI  
Afterburner(Performance),  
PerfDog(Performance)

### Platforms

Windows, macOS, Android, iOS, Steam  
Deck

### Build Distribution

HockeyApp, AppCenter, TestFlight,  
Crashlytics

### Development Methodologies

Scrum, Kanban

### Soft Skills

Communication, Teamwork, Problem  
solving, Time management, Flexibility,  
Ownership mindset

## ◦ Languages ◦

### Ukrainian

Native

### English

Upper Intermediate

## Summary

Senior QA Engineer with 5 years of experience in Game testing. Worked on various projects from small iterative to long-term full-time, in different game genres on Windows, Android, iOS platforms and some experience with Steam Deck, XBOX/PS4. Proven ability to lead small QA teams, communicate across departments, and ensure high-quality deliverables across multiple platforms. Passionate about games and continuously improving in game testing and test automation with Python.

## Experience

### Game Department

QA Engineer

2020-05 - till now

- Led QA efforts for game and mobile apps.
- Conducted functional, regression, exploratory, UI/UX, integration and other testing types.
- Created and maintained all types of documentation: test plans, test cases, checklists, and bug reports.
- Collaborated with developers, designers, and product managers.
- Participated in Scrum and Kanban agile processes.
- Mentored junior QA team members and helped optimize QA workflows.
- Verified build distribution with HockeyApp, AppCenter, TestFlight, and Crashlytics.

## Education

### Sumy National Agrarian University

IT-related field

Bachelor's Degree

undefined - 2018-06-01

### Prometheus academy

Study QA Automation with Python