**Maksym Bihun**

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git: <https://gitlab.com/maxbigun33/qa>

SUMMARY

My best skills are attention to detail and planning. These skills help to analyse of how to test the software, and what is necessary to test in the first place.

SKILLS

1. Git - Advanced level

2. CI/CD - TeamCity, Gitlab CI (Initial level)

3. Bug tracking system - Phabricator

4. Theory of testing - basic concepts

Experience in working with Linux terminal, PowerShell, PICT. Advanced knowledge with MS Word, Excel.

Understanding of testing theory, software development process, types and levels of testing, test designs, and practiced in writing test cases and bug reports a bit.

EDUCATION

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| Dnipropetrovsk National University, Ukraine | in progress |
| MS in Applied Physics |  |
| Dnipropetrovsk National University, Ukraine | 2018 |
| BS in Applied Physics |  |

Additional education

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| DevOps Crash Course (SoftServe IT Academy) | 2019 |

Language

English (pre-intermediate), Ukrainian, Russian.

EXPERIENCE

Project: Cooper

Project role: QA Engineer.

Engaged in the implementation and configuration of the Phabricator and TeamCity for gaming platform. To achieve these goals, I studied working in the Linux terminal, also used git to install phabricator, worked with a remote server using Putty, and made the basic configuration of apache and mysql.