Ihor Serikov
Dev QA Engineer

DevQA Engineer with **5 years** of commercial experience in **game development** (AAA, AA, and indie), **web**, **software**, and **mobile projects**. I excel at solving **complex technical challenges** that require expanding my expertise and applying creative solutions.

Known for an organized and collaborative approach, I effectively coordinate tasks, support teammates, and drive projects toward high-quality results. I combine strong technical skills with a leadership mindset, maintaining a highly motivated and proactive attitude.

Experience

GSC Game World | Kyiv   2024 – Present
Dev QA Engineer / Delivery Owner

- Executed **engine-level QA** within **Unreal Engine 5**, conducting **Blueprint troubleshooting** and **root cause investigation**. Identified logical flaws across quest scripts, materials, animations, LA/LD, and **provided fixes for minor bugs**.
- **Led and managed the team's sprint cycle** as **Delivery Owner** for a core content unit (GD, Devs, QA), defining task complexity, estimating timelines and ensuring the successful delivery of new game content within established deadlines.
- **Managed and coordinated** daily workflow, team meetings, and communications, ensuring alignment with planned scope and informing high management on progress, risks and necessary resource allocations.
- **Conduct manual testing** (PC, Xbox), including walkthrough, smoke, integration, regression, retest and performance testing.
- Performed **performance checks and analysis** using **Unreal Insights**, providing critical metrics and highlights to development teams.
- Created and optimized **test documentation** (test plans, suites, cases, and guides), significantly improving QA efficiency, workflow and reducing bug detection time.
- **Maintained constant communication** and **collaboration** across QA teams, Producers, Game Designers, and Programmers, quickly adapting to new development units.

Project: S.T.A.L.K.E.R. 2: Heart of Chornobyl

Fractured Byte | Kyiv   2022 – 2024
Dev QA Engineer / Deputy Lead QA

- **Configured and utilized advanced Jira features** and defined project processes (workflow, epic structure, Jira fields) to optimize bug tracking, reporting and project structure.
- **Maintained and monitored CI/CD pipelines** (daily, custom, Steam, UE builds) and performed **daily smoke checks, retests, regression** with detailed reporting across different builds and environments.
- **Executed hands-on testing** within **Unreal Engine 4/5**, including Blueprint validation, animation, AI, performance, server-side testing, and build cooking processes.
- **Operated under Agile frameworks** (Scrum and Kanban) to support Producers in task creation, decomposition and planning well-organized sprints and milestones.
- **Managed project releases**, validating the project state and highlighting critical issues to Producers before completing weekly releases.
- **Provided troubleshooting support** to the team and managed version control using **Perforce and Git** (branching, build delivery, committing changes).
- **Set up and structured** the working pipelines for cross-functional QA and QC teams, significantly enhancing workflow efficiency.

MyCar.org.ua | Kyiv   2023 – 2024
Manual QA / Automation Contributor

- **Conducted comprehensive manual testing** of the web product using various test design techniques, methods and Chrome DevTools.
- **Contributed to automation efforts using Cypress**, providing foundational support for automated testing of web functionality.
- **Performed functional testing of API implementation** using **Postman**.
- **Improved product quality** by identifying and addressing defects earlier in the development cycle, resulting in a reduction in post-release issues.
- Created foundational test documentation: test cases, suites, and checklists.

Personal

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Skills

Engines: Unreal Engine 4/5, Godot, Unity

Version Control: Git, Perforce

Bug/Project tracking systems: Jira, Trello

Agile Methodologies: Scrum, Kanban

Manual API testing: Postman

CI/CD: Jenkins, Jarvis

Simple SQL queries

Test management tools: Qase, TestRail, Zephyr, Excel

Knowledge of **manual testing principles, techniques, types**

Project documentation: Confluence

Platforms: PC, Xbox X/S, One, PS4/5, iPhone, SteamDeck

Languages

English - Upper Intermediate

Ukrainian - Fluent

Russian - Fluent

Projects

S.T.A.L.K.E.R.2

Tom Clancy's Rainbow Six Extraction

MyCar.org.ua

Hungry Shark Evolution

Goat Simulator Remastered

Ubisoft Ukraine | Kyiv   **2021 – 2022**

Manual QA Engineer

- **Led multi-platform monetization testing** (skins, shop/donate, cases) and validated complex drop chance mechanics, including integration testing with Twitch, websites, and external wallet systems.
- **Executed comprehensive testing** of AAA and mobile titles across various platforms: Xbox Series X/S, One, Stadia, PC, PS5, iPhone, and Android.
- Applied a range of testing techniques (smoke, exploratory, and change-related testing) to ensure build stability and quality across multiple titles.
- Authored and maintained critical test documentation, including checklists, test cases, test suites, and detailed bug reports using JIRA.

Project: Rainbow Six Extraction, etc

Education and Qualifications

National Aviation University - NAU | Kyiv   **2020 – 2023**

Bachelor *in Electrical engineering*

Programme Subject Area: Computurized Electrical Energetics, Electrical Engineering, and Electromechanics

Postman API Fundamentals Student Expert   **2024 – 2024**

Verified by Postman in Canvas Badges

Proficiency demonstrated in consuming APIs, making REST requests (GET, POST, PATCH, DELETE), and using basic scripting and API Key authorization