



ULIANA-OLENA DACHYSHYN

QA MANUAL

SKILLS

- Methodologies: Agile, SCRUM, Kanban
- Collaboration tools: Teams, Skype
- Databases tools: Microsoft SQL Server
- API testing: Postman
- Testing tools: Jira.
- Virtualization tools: Virtual Box, VMware Workstation
- Designee tools: Corel DRAW
- QC: requirement analysis, test cases development, defect reporting, test execution, test design techniques.

EDUCATION

LVIV POLYTECHNIC NATIONAL
UNIVERSITY
BACHELOR DEGREE
AUTOMATION AND
COMPUTER-INTEGRATED
TECHNOLOGIES
2017-2022

CONTACTS

+380974402205

ULIANA2000CH@GMAIL.COM

SUMMARY

I AM A MANUAL QA ENGINEER THAT HAS A LOT OF STRONG PRACTICAL AND THEORETICAL KNOWLEDGE. I WANT TO WORK IN A HIGHLY EXPERIENCED TEAM TO CREATE BEAUTIFUL AND INTERESTING PRODUCTS. I AM EXTREMELY ATTENTIVE, PERSEVERANT, CONSTANTLY USE ALL TEST DESIGN TECHNIQS, CAN EASILY EXPLAIN PROBLEMS, AND WRITE ALL NECESSARY TEST DOCUMENTATION SUCH AS BUG REPORTS, TEST SUITS, TEST CASES, ETC. I AM A STRONG TEAM PLAYER. ALSO, I HAVE GOOD SPOKEN ENGLISH. READY TO GAIN NEW KNOWLEDGE IN YOUR COMPANY AND GROW TOGETHER.

EXPERIENCE

QA ENGINEER AT "STEPICO GAMES" (07.04.2021 – 05.08.2022)

Main projects:

- Match3 mobile game (Android, IOS), 3 months, 75% of my testing work, small developer team, almost in production
- City builder (Android, IOS), 1 month, 50% of my testing work, huge developing team, in open access for beta testing
- gamble online game, 15 months, 100% of my testing work, in development. Complex logic, a lot of animations, hard security testing, work with Ethereum
- City builder (Android), 4 months, 100% of my testing work, in development. Prepared all test documentations.

SPECIALIST AT LVIV POLYTECHNIC NATIONAL UNIVERSITY (18.11.2020 – 01.04.2021)