

Oleksii Rohalskyi



TEAM LEAD QA

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[**Blog**](#)

CAREER OVERVIEW

I love to build teams, create processes and deliver quality products. Always in search of better approaches. Responsible for people and teams managing, hiring, onboarding and mentoring. I seek potential in people and help them to reveal it.

SKILLS

- Jira, Confluence - for strategic planning and scheduling. Team capacity prediction.
- Agile Scrumban.
- PS,XBOX,Switch,PC certification knowledge.
- Making people happy working in my team.
- Help publishers and client to deliver their game for platform at max possible quality.

Teacher experience

Publications

EDUCATION

Bachelor's degree,
Computer science | 2019
National Aviation University

HOBBIES

Detective tv-shows. Japanese anime.
Games: Disco Elysium, Cyberpunk 2077,
S.T.A.L.K.E.R. series, The Finals,
Hunt Showdown, DayZ.

EXPERIENCE

Pushka Studios

Team Lead QA. GameDev porting and Co-dev.

- 2022-now. Increased team from 5 to 18. Created testing processes from scratch and approaches to successfully **deliver more than 7+ [projects](#)** and more WIP.
- Subordinate performance review.
- Hands-on testing and documentation maintenance.
- Capacity Planning.

1+1 media

from tester to Head of QA&CX @"Kyivstar TV"project

- 2020-2022 Management of QA&CX team (up to 6 people). Building of team, processes creation and releases delivery.
- 2019 - Multiplatform OTT application manual testing WEB\Mobile\TV\STB. Analysis of product functionality and requirements - mind mapping and test planning. Basic Git skills for WEB autotests.

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From tech support to CX

- 2018 - CX Customer Experience Research Expert. Pivot collection, analysis and escalation of complex cases.
- 2017 - Call Center Lead Expert. OTT tester QC .Collection,analysis and solution of non-standard\problematic sales\finacial\technical user cases
- 2016 - Call Center Specialist. Tech consulting of Internet(Docsis,Ethernet) and TV(OTT,ATV,DVBC) products.