



# Adam Świderski

## QA Automation Tester

Phone: 602 765 064 | Location: Warsaw, Poland

Email: [adam.tomasz.swiderski@gmail.com](mailto:adam.tomasz.swiderski@gmail.com)

LinkedIn: <https://www.linkedin.com/in/adam-swiderski-qa/>

Portfolio: [adamportfolio.vercel.app](https://adamportfolio.vercel.app)

- **Automation Tester in Playwright TypeScript for 1+ year and Manual Tester for 3 years.**
- Helped **building** QA team from the ground as **the first software tester** in the team.
- Created and maintained **E2E Automation Tests** for the **AirNauts' largest client**.
- Extensive manual software testing on various environments **e.g. iOS, MacOS, Windows**.

## PROFESSIONAL EXPERIENCE

**Mid QA Automation Engineer**  
**AirNauts** | Warsaw, Poland

03. 2022 – present

- **Performed:** Functional (Integration, Regression, Smoke, Exploratory), Non-functional (Performance) and **Automated Testing** for various projects in the company.
- Created and maintained detailed **test documentation**.
- **Led team** of junior testers, coordinating testing on a project.
- Managed Git workflows, pull requests, and merges for collaborative coding.
- Utilized **GitHub Actions** to automate **CI/CD** pipelines, ensuring efficient software delivery.
- Communicated with clients for feedback, updates, and to ensure project alignment and satisfaction.
- Proficiently **utilized Test Management Software** (e.g., Testmo, TestLodge) to organize test cases, track testing progress, and streamline team collaboration.
- **Automated backend tests** using Postman for efficient query/mutation execution.
- Used API platform (**Postman / Altair**) ensuring data integrity, response accuracy, and efficient backend performance.

**Junior QA Manual Tester**  
**LionBridge** | Warsaw, Poland

01. 2021 – 03. 2022

- Executed diverse tests, identifying and documenting technical issues across game levels.
- **Creating** clear and concise **descriptions of issues**
- Used debugging tools and commands for smoother gameplay troubleshooting.
- **Functional, non-functional, regression testing** of games
- Adapted quickly for compatibility testing on various platforms.
- Working with **documentation** (test case and checklists creation)

## EDUCATION

Mechatronics | Military Technical Academy | 2018 – 2020

## CERTIFICATES AND COURSES

JavaScript | [Link](#)

TypeScript | [Link](#)

Playwright | [Link](#) | [Code](#)

Postman Automation | [Link](#) | [Code](#)