



CONTACT

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Location: Cracow, Poland

SKILLS

- Testing in Unreal Engine 5
- Testing in Unity
- Manual testing
- Automation testing
- Updating and uploading game versions in Testflight/ Internal Testing
- Regression testing
- Smoke testing
- Communication with project managers and developers
- Testing mobile applications: Android / iOS
- Testing analytical events
- Advertising Mediation Testing
- Rendering 3D objects/ Light setting in Unity
- Testing blockchain projects (web/mobile)
- Time Management
- Soft Skills

TECHNOLOGIES

- Python (PyCharm, Appium, Selenium WebDriver)
- Unity
- Unreal Engine 5
- Postman
- Git (Console, SourceTree)
- Charles Proxy
- Jira, Confluence, Clickup
- Qase, TestRail
- Android Studio
- Xcode
- IronSource
- Amplitude
- Firebase
- App store connect
- BrowserStack
- Sauce Labs

GLEB ZHEVNEROVSKIY

QA Engineer

WORK EXPERIENCE

09.2023

-

02.2024

Leads do it

QA Engineer

I was testing hyper-casual mobile games for iOS/Android

01.2023

-

08.2023

SIDUS HEROES

QA Engineer

I tested games in various genres: Blockchain Battler (Needum), real-time strategy (Zenna), and an RTS on Unreal Engine 5

09.2022

-

12.2022

Neskin Games

QA Engineer

I have participated in testing mobile game "EverMerge"

09.2021

-

08.2022

Appyfurious

QA Engineer

I've been testing 5 games in the following genres: merge, hypercasual, battler, cafe business simulator.

I was involved at all stages of development and support afterwards; communicated with the support and development team, created/built new versions of games and uploaded them to appstore/google play. Checked app analytics (events).

01.2021

-

10.2021

O! Mobile Operator

Junior QA Engineer

I have participated in testing of two applications:

1. A complex app which contains various kinds of payment systems with multiple payments and transfers between banks in different currencies. The app also has its own actively developing online market. One of the latest released features I have tested is the option to pay for fuel at petrol stations around the country through a QR code and to monitor the process in real time.
2. An application for company employees who are involved in the engagement of new users to the mobile network My O!

EDUCATION

Stormnet Technologies

Manual QA

07.2020-09.2020

Branch of BSEU Minsk Trade College

Sales Specialist

2013-2016

LANGUAGES

English - B1

Polish - A2

Russian - Native

Belarussian - Native