

Juliana Skuratovsky



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Moscow, Russia



Applied for the position:

QA Engineer

EXPERIENCE

A pet-Project **"HEADLESS"**, 8 cutscenes made in Sequencer, all used materials are custom made,

- 1 Niagara system, all of the models are self-made, a set-up scene and lights, timelines for platforms' movement, producer, **QA tester**.

A pet-project **"Fallen"**, a custom flight system, a custom weapon system that contains

- 3 elements, level procedural generation, 3 types of AI enemies, documentation, **QA tester**.

A horror **"Harvest"** that is taking place in Slavic setting.

An **AI logic**: chasing, alert state, patrolling, distraction system, QTE, combining a movement, inventory and interaction logic.

- Developer, **QA tester**
- First person shooter **"BartenderEnder"**, "Rabbit" studio, an AI enemies code: patrolling, shooting, fleeing. AI-developer.

Developer and project-manager

- at the "Dream Park" studio. Game mechanics integration for the demonstration and entertainment purpose.

RESUME

I am a Quality Assurance Tester with three years of experience in game development, proficient in working according to Agile/Scrum and Kanban methodologies. I log bugs and write detailed documentation and reports.

I write basic code in Python and can identify issues in mechanics, balancing, and user interfaces. I collaborate closely with developers, designers, and other QA specialists to prioritize bugs, establish effective communication, and quickly resolve problems in cross-functional teams. I collect and interpret game metrics, player feedback, and telemetry to make data-driven design improvements and boost user engagement.

I have knowledge of C++ and Blueprints within Unreal Engine and have worked with 3D software and the Adobe suite, so I'm well versed in import/export workflows. In my professional projects, I've created bug lists, identified performance bottlenecks, and proposed solutions. Passionate about gaming, I stay up-to-date with new trends in game development and game-design practices, continually honing my skills through pet projects and tutorials. My English level is C1, so I can easily read and produce documentation in English, communicate effectively in an international environment, and perform translations.

EDUCATION

- **2019-2021** Higher School of Economics Lyceum, "Oriental studies" faculty.
- **2022-2026 Game design** bachelor course, Higher School of Economics.

SKILLS

Blueprints.

C++, Visual Studio.

Python.

Unreal Engine: Sequencer, Materials, Anim BP, Behavior Trees, etc.

Adobe Photoshop, Indesign, Illustrator, After Effects, Media Encoder.

Maya, Blender, Substance Painter, Zbrush.

Jira, Trello.

English C1, Russian C2, German A2, Japanese A2.

Procreate.