DARIA KISELIOVA

QA ENGINEER

Gamedev ronin with 1.5 years of experience as QA Engineer on a cross-platform multiplayer PVP/PVE shooter and a lot of gaming experience. I am a flexible and quick learner with analytical thinking and good sense of humor.

GET IN CONTACT

📞 +375 (25) 927 52 48
+48 572 475 692

✉️ dariakiseliova312@gmail.com

🌐 Website

🌐 LinkedIn   GitHub

SKILLS

Unreal Engine 5
PC / PS5 / Xbox
Git / Perforce
Jira / Confluence
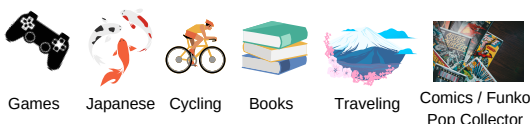Figma
Sentry
Jenkins
Lens / Grafana
HTML / CSS / JS

LANGUAGES

Russian - Native
English - B2
Spanish - A2

REFERENCES

Alena Kritckaia, QA Lead, GameMod

INTERESTS

Games   Japanese   Cycling   Books   Traveling   Comics / Funko Pop Collector

EDUCATION

Minsk State Linguistic University | 2017 - 2022
English Linguistics and Education

Game Design Document (Basic Course) | 2024

Introduction to C++ | 2023

WORK EXPERIENCE

QA Engineer | Jan 2023 - today
- Working on a cross-platform project under NDA, a multiplayer PVP/PVE shooter in the sci-fi realism genre
- Communicating with developers, game designers, UX/UI designers, artists and PMs to resolve issues
- Performing of manual unit, functional, smoke, regression testing on PC and consoles (PS5, Xbox)
- Creating and maintaining up-to-date test documentation (test cases, check lists and etc.)
- Participating in the certification of consoles on Playstation and Xbox platforms
- Creating and supporting of defects in Jira bug tracking system, analyzing of crash reports via Sentry
- Deploying game servers using Jenkins and working with environments using Lens
- Analyzing, reviewing of game design documents, participating in development of new features

Frontend Developer, Freelance | Mar 2022 - May 2022
- Creating web application based on design using React, TypeScript, Styled Components.
- Collaborating with designer using Trello, Figma.