- github.com/lukmarcus
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Marek Szumny

Having solid technical experience, for the last few years responsible for the complete automation of e-commerce processes in a prominent Polish company, seeking to re-enter the IT world, willing to systematize the knowledge gained from contributing to several open-source projects.

Seeing his role in the future as an automated tester.

Automated Testing

- Playwright
- Cypress
- CSS selectors / XPath
- JMeter / Postman / Newman

Manual Testing

- Creating test scenarios
- Regression testing
- Bug reporting
- API testing
- Quality control

Tech Skills

- Azure DevOps / Jira / Github / Mantis
- TestLink / TestRail
- HTML / CSS / Bootstrap
- Browser Dev Tools
- GIT CLI
- SQL
- Linux
- Inkscape / GIMP

Soft Skills

- Scrum / Kanban
- Meticulousness
- Accountability
- Proactivity
- Self-organization
- Teamwork
- Copywriting

Languages

- English B2
- Polish Native

Certificates

- The Fundamentals of Software Testing
- Associate Data Analyst
- BaseLinker for Beginners

Work Experience

Test Automation Engineer
Symfonia | June 2023 - present

- Writing automated Playwright Page Object Model tests

Test Automation Engineer (Internship)
IndieBI | May 2023 - June 2023

- Writing automated Playwright Page Object Model tests
- Implementing the architecture of the internal test framework

Automation Tester & Manual Tester
Upwork (Freelancing) | February 2023 - June 2023

- Writing automated Cypress tests
- Testing responsive websites (mobile + desktop)
- Retesting newly introduced features and fixes on dedicated endpoints
- Bug reporting & prioritization

"The Fundamentals of Software Testing" Certificate
QATestLab Training Center | April 2023

- Layout, Cross-browser Compatibility, Functional & Mobile testing
- Android Mobile App testing
- Game testing
- Bug reporting (Mantis Bug Tracker)
- Creating checklists, writing test cases (TestLink, TestRail)

Game Tester
Techland | March 2010 - May 2010

- Participation in projects: Dead Island | Call of Juarez: The Cartel | Nail'd
- Testing games on multiple platforms (PlayStation 3, Xbox 360, PC)
- Testing of platform-specific features (PS3 trophies / Xbox achievements, invites and multiplayer game progress, etc.)
- Business logic testing
- Bug reporting and monitoring in Mantis Bug Tracker
- Regression tests

Game Tester / Reviser
Portal Games | March 2005 - October 2006

- Mechanics testing and revision of the role-playing game Neuroshima 1.5 with the expansions
- Testing the board game Neuroshima Hex! (first edition) with the expansions
- Proofreading the magazine Gwiezdny Pirat (The Star Pirate)
- Websites administration and management

Projects

Tester & Copywriter @ HiveProjects.io
Wise-Team / Engrave | July 2018 - present

- Cataloging and researching new projects
- Creating and publishing a newsletter about HiveProjects changes
- Project testing and bug reporting

Game Tester / Translator / Copywriter
Virtual Publisher MARK6 | November 2007 - present

- Translation and typesetting of Print & Play board games and expansions, role-playing games and expansions, board game rulebooks
- Testing of the board games: Evil Mansion & Theme Park Tycoon
- Testing of the role-playing games mechanics: Afterbomb Madness & Trójca 1.5
- Cooperation with the online portal Poltergeist

Other Work Experience

E-commerce Process Automation Engineer
New Deal / DR Trading | July 2019 - March 2023

- Shopping platforms management (Allegro, Erli, Empik, Arena, Morele)
- Researching platforms which allows to create online stores, configuration and commissioning
- Online FIT-NET store management: fit-net.com.pl
- Sales process handling and maintaining the technical side (updates, improvements, etc.)
- Plus, the duties from the previous position

  #### Major projects / undertakings
  - June - September 2020 | Migration of the sales system for several Allegro accounts to the Baselinker integrator, with added support for courier companies
  - September 2020 | Migration of the accounting and warehousing system from the offline system FS-Faktura to the online system Fakturownia and integration of its processes with Baselinker
  - September - December 2020 | Configuration and launch of a shop on Shoper platform; system integration with the biggest marketplaces: Erli, Empik, Arena, Morele

Technology & Product Development Specialist
New Deal / DR Trading | January 2015 - June 2019

- Goods admission to the warehouse
- Physical control of quality and conformity with the order
- Offers content creation (text, photos, enhancement of photos/graphics)
- Template customization (HTML/CSS & WYSIWYG)
- Sales process design and analysis creation
  - Offers modification suggestions (price, offers content, etc.)
  - Managing customer satisfaction / ensuring positive product feedback
- Inventory management
- Complaints process handling
- Introducing and testing various pricing strategies

Computer Service Technician
INTER-ES | June 2012 - May 2014

- Repair and maintenance of computer hardware (desktops, laptops, printers and peripherals)
- Installation and configuration of operating systems and software
- Diagnosing and resolving technical issues
- Providing technical support to office staff

Shop Assistant
Meta - Sports shops | August 2008 - February 2012

- Customer service and cash register operating

Other Projects

Community Manager @ #Polish
Blockchain Steem / Blockchain Hive | July 2016 - August 2018

- Co-creating a community of Polish bloggers
- Co-author of white-hat-hack of blockchain-based blogging platform Steemit

Board Game Club Manager
Board Game Club "Orbita Gier" | November 2022 - present

- Organization of weekly meetings
- Presentation of the board games and explaining their rules
- Contact with publishers and participation in nationwide events

Education

Wrocław University of Science and Technology
Faculty of Microsystem Electronics and Photonics, Program: Applied Electronics
2004 - 2007

Hobby

Board games, video games, pop culture, blogging, running.