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## Automated Testing

- Cypress
- CSS selectors / XPath
- Postman / Newman

## Manual Testing

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

## Tech Skills

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


## Soft Skills

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

## Languages

- English B2
- Polish Native

## Certificates

 The Fundamentals of Software Testing

# 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.

## Work Experience

### Automation Tester & Manual Tester

**Upwork (Freelancing)** | February 2023 - present

- 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** (ISBN: 83-921612-6-2) with the expansions
- Testing the board game **Neuroshima Hex!** (first edition) with the expansions
- Proofreading the magazine **Gwiezdny Pirat (The Star Pirate)** (ISSN: 1644-7689)
- Websites administration and management

## Projects

### Tester & Copywriter @ **HiveProjects.io**

**Wise-Team / Engrave** | July 2018 - present

- Cataloguing 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 (ISBN: 978-83-930571-0-8) & Trójca 1.5
- Cooperation with the online portal Poltergeist (ISSN: 1898-2107)

## 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 store management (FIT-NET - *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 equipment (desktops, laptops, printers and peripheral)
- Installation and configuration of software (operating systems, office and security software)
- Diagnostics and troubleshooting
- Technical support for other employees, including assistance with troubleshooting and answering questions

### 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 (more details)**

### 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.