NIKITA KURYANOV

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Quality Assurance Engineer with 6 years of mobile and client/server application development experience, primarily in the banking and finance industry, gaming, business-to-business, and e-commerce. Good at understanding the technical, functional, and business requirements documentation. Experience with creating test plans, writing and executing test cases, manual and backend testing, and automated test execution. Possess advanced (C1) English and beginner (A1) Polish knowledge.

Work Experience

QA Engineer

03/2022 to Present
Self Employed
Minsk, Belarus

Project:
Web-based and mobile e-commerce applications.

Prepared detailed test cases for each project, reported and prioritized bugs, tracked defects, resolved issues using the Jira/Asana application, coordinated with the QA team, and worked closely with project managers and developers. Participated in the deployment process, used the database management application HeidiSQL, performed REST API testing using Postman to send data into JSON format, get a response, and analyze the issue, used Charles Proxy to debug the issues and create tickets in Jira/Asana with detailed descriptions of the request and response from the server, and performed sanity checks on new features to suggest quick fixes.

QA Engineer

08/2021 to 12/2021
Globant
Minsk, Belarus

Project:
Paramount Streaming;
AA multiplayer title for PC/Xbox/PS.

Tested the desktop version of the software, conducted manual application testing (regression, smoke, cross-platform), and developed and maintained test documentation (test cases, bug reports). Worked closely with assigned game and tools teams to identify areas to test and create relevant test cases, actively participated in regular QA team meetings to discuss the testing process, and suggested improvements to the application s design and features. Wrote clear reports on findings and communicated status to the team, followed by priorities given by the QA Lead to ensure that goals are met, fixes are verified, and the team cooperates in the production of build and release notes.

QA Engineer

10/2018 to 03/2021

Test IO
Minsk, Belarus

Project:
Web-based and mobile banking and e-commerce applications.

I was responsible for the timely and detailed testing of various products, providing valuable feedback while working in tight timeframes with high-load systems. Tested the web and mobile versions of the software in a Scrum environment with daily or weekly releases, participated in daily stand-up meetings, and conducted software walk-throughs. Performed browser (Chrome, IE, Firefox, Safari) and platform (Windows 7, Mac OS) compatibility testing in a virtual machine environment, black box functional testing, client UI testing, grey box testing using databases, smoke, networking and regression testing, and security testing utilizing various user accounts and IP addresses.

QA Engineer

12/2015 to 04/2018

Hold On Games
Minsk, Belarus

Project:
Gaming applications for Android.

I successfully took on the role of Lead QA Engineer, managing the documentation process, working on updates, and maintaining the high quality of the software. Installed and configured operating systems, game software, and associated patches and updates. Performed GUI, usability, functionality, acceptance, regression, and compatibility testing with various mobile handsets to ensure that functionality worked as expected and provided recommendations to improve the development process.

Certifications / Licenses

QA Engineer (Trainee)

05/2018 to 09/2018

Yandex
Minsk, Belarus

Project:
Mobile (iOS, Android) and web-based B2B and B2C proprietary issue tracking product.

I worked as a part of a distributed team and was able to deepen my knowledge of fundamental testing. I learned how to use additional tools to simplify the testing process, test web and mobile versions of the application, develop, update, and perform cross-browser and cross-platform testing.

QA Engineer (Trainee)

05/2015 to 07/2015

IT Academy Belarus
Minsk, Belarus

Project:
Mobile and desktop gaming application.

I performed maintenance on a project, created structured documentation, participated in testing and bug identification, and provided information on process improvement.

Education

Belarusian State University of Informatics and Radioelectronics

Computer Systems Networking and Telecommunications
Minsk, Belarus
09/2017 to 06/2018