GEVORK AKOPYAN

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✈ @dduck0

SKILLS

Redmine	Jenkins	Xmind	Notoin	Subversion
Adjust	TestRail	Android Studio	Xcode	Asana
Photoshop	HelpShift	confluence	Charles	Mac Console
Slack	ADB	Postman	3uTools	Qase
Coda	GIT	Sentry	TeamCity	Amplitude
Serve				

EXPERIENCE

- May 2022 – April 2023

Casual Games Development Company «DominiGames»
— QA Engineer

- Manual functional and nonfunctional testing (android/iOS);
- Writing bug-reports.
- Alpha/Beta project testing
- Assembling projects on Jenkins
- Maintaining reports and test-plans
- Writing test-documentation;
- Updating documentation
- Working with Firebase analytics
- Training of interns for the QA Junior;
- Team Lead replacement.

- April 2023 – August 2023

International mobile games developer and publisher «Playgendary»
— QA Specialist

- Manual testing on Android and iOS platforms
- Testing analytics and working with raw data Adjust
- Working with analytics and creating configurations in Firebase
- Identifying defects in projects with a KPI of 60+ bugs per month
- Installing, logging, checking the status and characteristics of builds in Android Studio and Xcode
- Making bug reports in the Asana task manager system
- Interaction with version control system (Git)
- Implementation and development of test documentation for updating cases and test runs in TestRail
- Release of projects and subsequent monitoring of their status

- October 2023 – May 2025
**International mobile games developer and publisher «Playrix»
— QA Specialist**

- Manual testing on iOS, Android, Amazon, Huawei, Windows
- Reviewing project documentation and requirements
- Creating decomposition cases to verify compliance with requirements
- Writing test documentation (test cases, checklists, test plans)
- Creating bug reports (Asana)
- Conducting A/B testing
- Testing analytics events in Amplitude/Swrve
- Testing server and client game logic
- Participating in regression testing for product release
- Traffic analysis and request manipulation using Charles Proxy
- Analyzing crashes and non-critical errors in Sentry
- Making changes on test servers via Git requests to prepare test environments and event settings