



# GEVORK AKOPYAN

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## 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

swave

Serve

## EXPERIENCE

- 2022 **Casual Games Development Company**
- 2023 **«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.

- 2023 **International mobile games developer and**
- 2023 **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

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- 2023 **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
  - 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