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@dduck0

SKILLS



Redmine



Jenkins



Xmind



Notoin



Subversion



Adjust



TestRail



Android Studio



Xcode



Asana



Photoshop

helpshift

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
 - 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