Olena Savinova

Quality Lead

Berlin, Germany

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Skills

A result-oriented quality leader with a strong background in testing and automation. Experienced in managing distributed multi-cultural teams in a fast-paced environment. Strong communicator with a focus on fostering collaboration and delivering improvements in product quality.

Experience

Head of QA | **Babbel**

September 2022 - Present, Berlin

Responsibilities:

- Managed 25 people across 4 teams of Quality Engineers, focusing on product quality, test frameworks, and tooling.
- Defined the overall quality strategy for the company, goals and metrics
- Guided and mentored team members for their professional and career growth
- Responsible for interviewing and hiring new talent, as well as planning headcount.
- Oversaw the adoption of new tools and handled vendor contract negotiations and management.
- Worked closely with other departments to drive quality improvements across the product.

Achievements:

- Redefined QA roles and processes, including upskilling the team, to support the strategic Shift Left initiative, which focused on integrating testing as early as possible in the development lifecycle.
- Reduced the product bug backlog by 40% through standardizing and unifying a bug workflow across all engineering teams, implementing key metrics and SLOs to improve resolution efficiency
- Shortened mobile release times by several days by implementing a risk-based testing approach
- Organized and drove cross-company testing efforts for the Rebrand project, ensuring it was delivered on time without compromising quality.
- Expanded test automation capabilities and testing pipelines through initiatives like contract testing, quality gates and introducing static code analysis to support the Shift Left initiative, empowering product teams to iterate faster without sacrificing quality

Quality Manager | **Unity Engine | Unity Technologies**

February 2021 - August 2022, Berlin

Quality Lead | **Unity Engine | Unity Technologies**

September 2015 - February 2021, Odesa

- Managed several distributed multi-cultural teams of senior Quality Engineers across all Foundation areas
- Established and led a team of student workers to assist with the quality efforts in the Foundation teams, with all members later transitioning to full-time roles
- Collaborated with engineering leadership (Performance, .Net Tech, Asset Pipeline) to drive continuous quality

improvements and promote a strong quality mindset
- Mentored and coached the team members to grow personally and as a team
- Was responsible for interviewing and hiring new talent for my teams and contributed to the hiring efforts within the engineering
- Was responsible for building the quality strategy and goals for the department
- Increased visibility of overall quality efforts in the department by developing tools, dashboards, and metrics to track progress
- Collaborated with the Developer Experience team on the project addressing test automation instabilities
- Engaged with customers and represented Unity brand on the forums and game conferences local to Ukraine

Technologies and tools: C# (.Net, Mono) Mercurial/Git, Fogbugz, JIRA, TestRail, NUnit, Katana(Buildbot), Grafana

Software Developer in Test | **Unity Engine** | **Unity Technologies**
July 2012 - September 2015, Odesa

- Developed and maintained test automation and a wide range of in-house test frameworks
- Created tools and scripts used within and outside the team to increase development velocity
- Promoted best practices in testing and development to foster a culture of quality among development teams
- Worked closely with developers to provide early feedback on the product, representing customer perspectives and incorporating insights from Unity Forums, Unity Feedback and Unity Answers
- Mentored and onboarded new team members
- Organized and contributed to organisation-wide testing efforts, such as bug bashes and internal game jams
- Engaged with customers and represented Unity brand at Unity chats and forums, game conferences local to Ukraine

Technologies and tools: C# (.NET, Mono), Mercurial, TeamCity, Fogbugz, QMetry, WebDriver, Perl

Automation QA Engineer | **HP BSM & HP SiteScope**
2009 - July 2012, Odesa

- Developed and maintained test automation suites using in-house testing frameworks, QTP and FIST
- Improved automation coverage and ensured critical product areas were thoroughly tested, by executing and analyzing automation test run results
- Implemented internal tools to automate different aspects of manual testing
- Coached less experienced engineers and new team members

Technologies and tools: Java, FIST (in-house test framework), HP QTP, Selenium, HP QC

QA Engineer | **HP BSM**
2008 - 2009, Odesa

- Conducted manual testing of a web-based enterprise application, created STPs and designed test approaches for the designated area of the product
- Participated and organized bug hunts and other cross-team activities (fault and recovery testing, upgrade testing, DST testing)
- Contributed to the automation efforts by increasing coverage of the existing automation test suite
- Was responsible for Service pack releases and patches

Education

Odessa National University / Master's Degree in Mechanics and Computer Science
2009, Odesa

Awards

Ciklum, Values Award