

# Zoran Popović

Quality Assurance Tester

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## EXPERIENCE

### **IGT Global Services Limited.,** Belgrade - *Software Test Engineer*

October 2018 - PRESENT

Specify test cases based on system and customer requirements. Plan and execute system acceptance tests for games on casino cabinets. Collaborate with Project Managers, Game Designers, Developers, Mathematicians and Graphic Artists for game analysis. Creating documentation for game release and software components.

### **2buy1click Ltd.,** Belgrade — *QA Tester*

November 2016 – October 2018

Works on functional and cross browser testing. Working on Magento 1 and Magneto 2 platforms. Creates test plans and test cases. Performs support for different vendors and communicates with clients. Onboarding new co-workers, introducing them to company rules and policies, educating them on development cycles, testing tools and environments.

### **VAST.com,** Belgrade — *QA/QC Analyst*

November 2015 - November 2016

Lead for Cartus Corporate real-estate platform. Performed complete frontend and backend testing on client websites (mainly real-estate and automotive) for main and side functionalities. Conducted general functionality testing of websites, lead submission, user enrollment and experience through site browsing, while also reported possible improvements for user benefits. Testing frontend and data connectivity, frontend and backend tie-ins. Validated quality of implementations, improvements and bug-fixes on all these projects.

### **Fine Software Factory UG,** Belgrade — *QA Tester*

February 2012 - January 2013

Worked on functional and cross browser testing for the company's web application which was rebuilt at that time, and covered manual testing for their application "UnderCovers" that was built for Android and iOS platforms.

## EDUCATION

**Graphic Arts & Design High School,** Belgrade — *Web Graphic Designer - September 2000 - June 2004*

## SKILLS

AB Testing

iOS, Android, Land based casino games testing

Black Box testing

Exploratory testing

Cross browser testing

Defect & Bug Discovery

Acceptance Testing

Regression Testing

Tracking, Logging & Reporting

Issue Identification & Documentation

Writing Test Cases

Writing/Creating documentation for game release

## TOOLS

Usetrace

Issue tracking Active Collab and Jira

