Anastasiia Pasynok
QA Specialist
Copenhagen, Denmark | +4552814952

anastasiapasynok@gmail.com │ Linkedin

Summary

- I'm a QA Specialist with more than 1 year of experience
- Experienced in testing games for multiple platforms (desktop, console, and mobile)
- I am adept at conducting functional, integration, regression, and performance testing to validate game functionality and ensure its compliance with project requirements and specifications
- I am skilled in designing and executing test plans, creating test cases, and conducting various types of testing to ensure the delivery of high-quality software products.
- I possess a strong analytical mindset, enabling me to identify potential issues and troubleshoot problems efficiently

Technical Skills

Test Rail | Test Link | Jira |MySQL | Plastic | TeamCity | Unity Editor | Backtrace | Miro | VisualStudio | TestFlight | iMazing |Android Studio | Xcode |Xbox One Manager | Git | UE5 | Python | Notepad++ | OBS |SCRCPY |

Summary of Work Experience

QA Tester, Betadwarf   **Copenhagen, April 2023– March 2024**
Responsibilities and Key Accomplishments:
- Performed smoke, functional, browser compatibility, usability, localization testing, gray box, user acceptance, and regression testing
- Identified and reported over 100 critical bugs during UATs, leading to a 30% increase in application stability
- Investigating reports to replicate issues and provide crucial information in fixing them
- Improved the interaction between departments by creating the testing methodology
- End-to-end testing from pre-production to continuous live service
- Working with IOS, Android, and XR compliances

QA Tester, uTest   **Denmark, December 2022 – May 2023**
Responsibilities and Key Accomplishments:
● Participate in Web, Mobile, and Game testing for various clients
● Writing detailed reports based on the result of exploratory testing.