

Denis Grachev

Birth day: 04.07.1992

Cell phone: (093) 93 222 50

E-mail: 14svarg@mail.ru

Citizenship: Ukrainian

Address: Lermontov Street, 38, apartment 52

Education:

2007 - 2012

College: Kharkov college of architecture, building and design (Kharkov)

Faculty: Building (Design of heat engineering equipment)

Experience:

QA Engineer (IOS; Android; Web)

December 2014 - ...

Calm Lion (Game Development; Software Development )

Project: Logistic portal. Web Application: route calculation, taking customer orders, processing of applications by the logistician, communications system with transport companies

Responsibility:

- Quality control

- Quality Analyst

- Creation of test documentation

- Test design

- Load testing

- Automation of functional testing of certain units

Technology: C#, JavaScript, Angular.js, JMeter, Selenium, Pairs

Project: «Эксперт». Online Quiz for mobile devices (IOS)

Responsibility:

- Quality control

- Quality Analyst

- Creation of test documentation

- Test design

- Game Design

Technology: C#, Unity 3D, Xcode

Project: «Дог — напоминания и развлечения». User notification system(Android)

Responsibility:

- Quality control

- Quality Analyst

- Creation of test documentation

- Test design

Technology: Java etc.

Project: Royal Horse Racing. Game for Mobile Devices (IOS (Android))

Responsibility:

- Quality control

- Quality Analyst

- Creation of test documentation

- Test design

- Balance bots

Technology: C#, Unity 3D, Xcode

QA Engineer

October 2014 - December 2014

TrendLine (web-development)

July 2014 - September 2014

Quality Control Department / Technical Support Engineer, company "Inksystem"

February 2014

Sales manager in IT company “Sitio”

March 2013 – November 2013

Sales manager in company “Santechtorg”

October 2012 – February 2013

Fitter in company “Poligon” (server side)

Theoretical knowledge of Software Testing

- Testing of Mobile games and applications (IOS, Android).

- Testing of WEB applications.

- Level design.

- Level balancing.

- Understanding of what is bug, Bug life cycle, Development life cycle etc.

- Have the skill in create of Test documentation (skill in Test Design).

- Understanding of Testing types: functional, boundary, abnormal, positive, negative, usability, UI, Ad-hoc, performance, regression etc.

- Understanding of methodologies in testing activities (scrum, agile, waterfall etc.)

- Understanding development methodologies

Personal skills:

- open - minded, easy to communicate with, self-motivated.

- punctual, responsible.

- attentive to details.

- advanced PC user.

- learning fast.

- work in team and separately.

- have strong ethic.

- ability, willingness and desire to learn more.

Language knowledge

- Russian - native

- Ukrainian - native

- English - intermediate

OS knowledge and additional software knowledge:

- Jira.

- MantisBT

- Redmine

- JMeter

- Unity 3D

- C# (basic)

- JavaScript (basic)

- PHP (basic)

- Windows OS (advanced User)

- Linux

- 1C