CONSTANTINE SAKHCHINSKIY

Poland ♦ +48 452 591 127 ♦ scs.constantine@gmail.com ♦ LinkedIn: konstantin-sahchinskiy

PROFESSIONAL SUMMARY

I have 10 years of Software QA experience across different industries such as gamedev, banking, eCommerce, and others. Having worked in a number of companies with complex agile environments I am confident in leading and managing teams, setting up QA processes on new projects as well as tailoring existing ones. Currently looking for a Software QA role that complements my skill set and experience.

SKILLS

- Testing Methodologies
- QA Strategies & Test Plans
- SDLC, Scrum/Agile
- Functional, Integration, Migration & Regression Testing
- UI/UX, Accessibility & Localization

- Python Scripting
- SQL, HTML, CSS, HTTP
- Git, Jenkins, TeamCity, Docker
- Security Testing: Burp Suite, Metasploit, Nessus, ZAP, BeEF, Nmap, sqlmap

- Prioritization & Risk Management
- Confluence, Jira, TestRail, Zeplin, Figma, BrowserStack
- Linux, macOS, iOS, Android, Windows

WORK HISTORY

Lead QA Engineer — August 2022 - Current
Octo Browser — Antidetect browser for multi-accounting.
Responsibilities:

- Responsible for all day-to-day QA activities such as developing QA strategy, test plans, checklists and test cases.
- Performed functional, integration, regression, system, cross-platform and penetration testing.
- Developed Python scripts for testing APIs and generating test data.
- Collaborated with team members on the creation of product specifications and technical designs, implemented work processes, and advised them on the development of new features.
- Worked closely with the project team, investigated, debugged, and triaged issues back to their root cause, using diagnostic tools, problem-solving skills, and debug/server logs.

Results: Expanded test coverage and reduced testing cycle time by approximately 15% by designing and automating test scenarios with a large number of entities and actions that were impossible to test manually. Discovered many tricky and hidden bugs, including security ones, using exploratory testing, and suggested useful features and UI improvements that were later implemented.

Team Lead/Senior QA Engineer — July 2020 - August 2022
Humans Group — Banking, eCommerce.
Responsibilities:

- Estimated, prioritized, planned, and coordinated all QA-related activities and team members' workloads on several projects simultaneously.
- Planned QA strategy, developed, executed test plans and worked collaboratively with cross-functional teams.
- Planned the scope of automated testing.
- Analyzed requirements in order to discover errors and flaws early in the development process.
- Designed and implemented workflows and processes framework, ensured compliance with them for new and existing products to meet client needs.
- Reviewed requirements, specifications, and technical design documents and provided feedback.
- Performed thoroughly needed types of testing (e.g. regression, integration, cross-browser, smoke, etc).
- Conducted technical interviews and performance evaluations of QA team members.

- Mentored less experienced team members.

Results: Unit test coverage (80% of the code) and integration tests were implemented which reduced the number of bugs by up to 20% in later stages and prevented integration bugs from getting to production. 50% of UI components were also covered with unit tests. Helped the QA team of 3 middle-senior and 3 junior level engineers to grow professionally and become independent QA Engineers who were able to be responsible for QA on any feature without additional supervision from the lead.

Senior QA Engineer — November 2019 - June 2020
Yandex — a search engine and web portal that offers taxis, maps, navigator, public transport, weather, news, and other services.
Responsibilities:
- Served as a key tester, responsible for products' QA KPIs. Ensured compliance with QA standards.
- Implemented QA and QC methodologies, developed and executed test strategy.
- Analyzed project requirements and product objectives, created and maintained suites of test cases.
- Collaborated closely with the project team: designers, developers, BA, and stakeholders.
- Participated in sprint planning, grooming, task estimations, and risk evaluation.
- Documented and reported time estimations, test results analysis, and work status/progress.
- Implemented, handled and supported crowd-testing on the project.
- Built dashboards that reflected QA KPIs in real-time.

Results: Established coherent and transparent QA practices for stakeholders and the team, leading to more valuable, stable, and frequent releases (1-2 times a week instead of 1 in two weeks). Ensured the company's QA KPIs were met without reducing the number of product KPIs by prioritizing bugs backlog and planning bugfix in each sprint:

- About 70% fewer medium and high priory issues on the prod env
- About 80% fewer bugs were found by end users after features shipping
- The speed of fixing known bugs was improved by up to 300%
- 30% of regression testing performed by crowd testers
- Components autotest coverage was increased by 30%

Senior QA Engineer — January 2013 - November 2019
Wargaming — online video game developer and publisher.
Responsibilities:
- Served as a core, lead tester or QA coordinator on 10+ large projects and performed a wide range of functional, non-functional and regression tests.
- Handled the testing of new features from early development phases till the shipping.
- Refined QA processes in the department and identified the scope of tests to be automated.
- Coordinated communications and integration testing efforts between multiple teams from different departments.
- Initiated performance and security audits.
- Routinely performed penetration testing outside of planned audits.
- Acted as a QA contact point for managers, stakeholders, developers, and teams of other projects.
- Estimated testing complexity and time, delegated tasks to the team members.
- Represented QA in team meetings, provided information, ideas, feedback and risks to QA areas.

Results: Identified security bugs early in the QA process, before security audits. This allowed us to fix the issues at earlier stages, preventing damage to the product, and sped up and simplified security audits (on some projects up to 100% of security bugs were found and fixed at the active development stage, before the audit). Alleviated bottlenecks in testing which lead to a more even workload on the team, earlier bug detection, less frequent crunches, and significantly fewer bugs found after release. Many successful projects and features were released within the deadlines because the proper QA strategies were suggested and efficient communication with stakeholders, managers, and product teams was established.

EDUCATION

Master's Degree: Mathematics (Information Technology) — June 2014
Belarusian State University — Minsk

English: Advanced (C1, IELTS CLB 9)