

**Vladislav O.**  
**QA Engineer (Manual)**

<b>Summary of Qualifications</b>	Manual QA Engineer with 3.5 years of experience in testing web, desktop, and mobile applications. Skilled in functional, regression, exploratory, and cross-browser testing, as well as creating test documentation and reporting defects. Experienced in working within Agile teams and ensuring software quality throughout the SDLC and STLC.	
<b>Skills</b>	<p><b>Testing Types</b></p> <ul style="list-style-type: none"><li>Manual Testing (Web, Desktop, Mobile)</li><li>Black-box / Grey-box Testing</li><li>Regression, Sanity, Smoke, Functional, Usability, Cross-Browser, Mobile, Exploratory Testing</li></ul> <p><b>Test Documentation</b></p> <ul style="list-style-type: none"><li>Test Cases</li><li>Checklists</li><li>Bug Reports</li></ul> <p><b>Methodologies</b></p> <ul style="list-style-type: none"><li>SDLC, STLC</li><li>Bug Lifecycle</li><li>Agile (Scrum, Kanban)</li><li>Waterfall</li></ul>	<p><b>Instruments</b></p> <ul style="list-style-type: none"><li>Postman</li><li>Swagger</li><li>Jira</li><li>Trello</li><li>Browserling</li><li>BrowserStack</li><li>DataGrip</li><li>Chrome DevTools</li></ul> <p><b>Versions Control</b></p> <ul style="list-style-type: none"><li>Git</li><li>GitHub</li></ul> <p><b>Operating Systems</b></p> <ul style="list-style-type: none"><li>Microsoft Windows</li></ul>

<b>Experience</b>	
<b>Project Description:</b>	<b>AI Character Chat Platform</b> Platform for creating and chatting with AI characters. Users create characters with preferences, chat via AI (OpenRouter, OpenAI), receive multimodal content (images, video, audio), and use automatic message moderation before sending.
<b>Domain:</b>	AI   Social Platform   Content Generation
<b>Project Role:</b>	QA Engineer (Manual Testing)
<b>Responsibilities:</b>	<ul style="list-style-type: none"><li>Developed and maintained test cases and checklists for feature validation</li><li>Performed functional, UI, usability, cross-browser, mobile, smoke, and regression testing</li><li>Identified defects and documented them through detailed bug reports</li></ul>
<b>Project Team Size:</b>	5-7 team members
<b>Project Description:</b>	<b>AI-Powered Medical Applications Ecosystem</b> The project involved the full-cycle development of a range of AI-powered applications built around a custom machine learning model. These included an application for semantic search over a vector database, a platform for building and configuring custom AI agents, a real-time chatbot interface, and a specialized SVS file viewer with functionality to extract and process image fragments. Additionally, a marketing-oriented landing page was created for the company.
<b>Domain:</b>	Healthcare AI   Digital Pathology   Generative Multimodal Systems
<b>Project Role:</b>	Manual QA Engineer

- Responsibilities:**
- Conducted cross-browser testing to ensure consistent behavior across different environments
  - Validated key system functionality under limited network conditions (e.g., slow 3G)
  - Executed functional and UI testing for multiple applications within the ecosystem
  - Reported and tracked discovered issues in structured bug reports

**Project Team Size:** 5-10 team members

### AI-Based Buying Committee Detection System

**Project Description:** An AI-powered system for identifying a company's Buying Committee within an existing contact base. The platform builds structured company profiles by combining PDF parsing, AI-based content analysis, and data aggregation from multiple external sources via APIs and scraping. The core logic relies on a custom LLM-driven algorithm using prompt chains to infer roles, influence levels, and relationships within the Buying Committee, followed by automated validation of results. The system also provides analytical insights through interactive dashboards and visualizations.

**Domain:** AI & ML | Sales

**Project Role:** QA Engineer (Manual Testing)

- Responsibilities:**
- Executed functional, exploratory, UI, configuration, usability, and cross-browser testing
  - Investigated system behavior through exploratory testing sessions
  - Logged and described defects with clear bug reports

**Project Team Size:** 8-9 team members

### Event & Marketing Content Platform

**Project Description:** A specialized web platform designed for creating and managing landing pages across different segments. The project involved a wide array of page types, including interactive event schedules, article-driven layouts, and conversion-optimized promotional pages. The platform emphasizes responsive design, fast loading speeds, and consistent user experience across various browsers and mobile devices.

**Domain:** Digital Marketing

**Project Role:** QA Engineer (Manual)

- Responsibilities:**
- Performed functional, exploratory, configuration, usability, mobile, and cross-browser testing
  - Verified responsive behavior across multiple devices and browsers
  - Documented detected defects and collaborated with developers to resolve them

**Project Team Size:** 8-9 team members

### Generating web service

**Project Description:** The project specializes in generating full-fledged websites for different users, which include about 1000 pages.

**Domain:** Web development

**Project Role:** QA Engineer (Manual Testing)

- Responsibilities:**
- Conducted functional, exploratory, configuration, usability, cross-browser, and mobile testing
  - Reported defects and tracked them through structured bug reports

**Project Team Size:** 8-9 team members

### AI website builder

**Project Description:** The web platform featuring AI-driven website creation, integrated e-commerce solutions, automated domain registration, and custom email services.

<b>Domain:</b>	SaaS
<b>Project Role:</b>	Manual QA Engineer
<b>Responsibilities:</b>	<ul style="list-style-type: none"><li>▪ Created test cases and checklists for validating key platform functionality</li><li>▪ Performed functional, UI, usability, cross-browser, mobile, smoke, and regression testing</li><li>▪ Documented and tracked defects through detailed bug reports</li></ul>
<b>Project Team Size:</b>	10-15 team members
<b>Project Description:</b>	<b>European information page</b> An information page where a person can find all the necessary information about a particular European company or the person who manages it. The information page has about 15 million pages.
<b>Domain:</b>	Web development
<b>Project Role:</b>	Manual QA Engineer
<b>Responsibilities:</b>	<ul style="list-style-type: none"><li>▪ Executed functional, exploratory, configuration, mobile, usability, and cross-browser testing</li><li>▪ Identified issues and documented them through bug reports</li></ul>
<b>Project Team Size:</b>	3-5 team members
<b>Certificates</b>	<b>QA Course</b> Academic platform uTest
	<b>University practice</b> OnixScademy
<b>Education</b>	<b>Bachelor's degree</b> Central National Technical University, Kropyvnytskyi Computer Science
<b>Languages</b>	<b>English</b> – Upper-Intermediate <b>Ukrainian</b> – Native