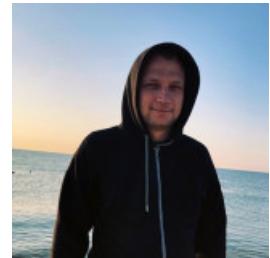


Сулима Роман

QA ENGINEER TESTER, 18 000 ГРН.

⌚ 28 квітня 2022 ⚽ Місто: [Івано-Франківськ](#)

📍 Готовий до відряджень: [Львів](#), [Київ](#), [Тернопіль](#)



Вік: 30 років

Режим роботи: повний робочий день, вільний графік роботи, віддалена робота

Категорії: IT, WEB фахівці, Виробництво, Інші пропозиції

Перебуваю в шлюбі Є діти

[Увійдіть](#) або [зареєструйтесь](#) на сайті як роботодавець, щоб бачити контактну інформацію.

Опис

ROMAN SULYMA

Manual QA

Experience

No experience

Technical Skills

Having strong knowledge of Testing theory, QA processes, methodologies, test types classifications, test design techniques and ability to implement them practically;
Understanding of full Software Development Life Cycle (SDLC);
Good knowledge and creation different kinds of test documentation: test cases, test plans, bug-reports, checklists, QA reports;
A basic understanding of HTTP(s) protocols;
A basic knowledge of testing with Jmeter,
Good knowledge of Agile/Scrum development processes;
Good knowledge of browser Dev Tools
Working with bug-tracking system TFS,Jira;
A basic knowledge of Databases/SQL;
Understanding of Web services and API testing (REST, SOAP) ;
Understanding of requirements analysis, functional and nonfunctional testing

Languages Skills

English – intermediate.

Ukrainian – native.

Russian – native.

Personal Skills

Open-minded, self-motivated, proactive team player with positive attitude;

Strong analytic and problem-solving skills, detail-orientated;

Ability to learn and adapt quickly in a dynamic environment;

Strong aptitude for learning new technologies;

Good interpersonal and communication skills.

Additional Education

December 2021- February 2022 Hillel IT

QA Engineer Training Course (basics: test types classifications, methodologies, test design

techniques, SDLC, test documentation,

Databases/SQL, JS, XML, JSON, HTTP protocols, Agile/Scrum, Web services and API testing, Jira,

Jmeter, Test-Link).

PERSONAL

Name

Roman Sulyma

Address

Ivano-Frankivsk, Ukraine