

Kristina Klochkova

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Two years of testing experience in various projects. Team player. I can work quickly or meticulously depending on the needs of the project. Have good communications skills. Have experience in managing a group of people (in social activities). I'm looking for a team where I can learn new processes, tools and approaches, as well as help improve the quality of the product. Interested in learning new things and not afraid of challenges.

Professional skills:

- Good understanding of various types of testing (functional and non-functional testing, positive, performance, testing, regression testing etc)
- Understanding of software development process
- Analysis and development requirements
- Creation and execution of test cases
- Understanding of Client-server architecture
- Bug tracking: Jira, MantisBT, TestLink
- Experience with Git, Azure DevOps (VSTS)
- Simple SQL queries
- Minimal experience with Linux shell
- Basic understanding of HTML, CSS, HTTP, Telegram Bot API
- REST API, Postman, Swagger
- Manual testing Front/BackEnd
- Experience of working in Scrum-team
- Experience in remote work

Languages

- Russian - Native
- Ukrainian - Native
- English - Intermediate
- German - A1-A2

Education:

- 2013-2017. Geography bachelor's degree
- 2017-2019. Geography master's degree

Experience

QA Engineer in Kendo Coffee (<http://kendocoffee.com>)

January 2020 – current

Coffeeshop that with their own CMS for managing staff, production, goods, clients and other.

- Quality assurance of own CMS
- Quality assurance of internal products
- Quality assurance of telegram bots
- Test cases, test plans, requirements support
- Scrum, remote team

QA Engineer in SCRY (<http://scry.portalik.net>)

January 2019 – current

SCRY - is real time video analytics for brick and mortar businesses. SCRY can detect people in video streams, including those from existing CCTV infrastructure, recognize new and recurring visitors, estimate their age groups etc and present aggregated statistics for any time interval on a convenient dashboard.

- Test plan creation
- Check-list creation
- Test cases creation and execution
- Participating in Scrum meetings
- Bug tracking and creating bug reports
- Functional testing, performance testing, regression testing, usability testing

QA Engineer in Martial Unity

February 2018 – September 2018

Martial Unity – is a social platform for martial arts and sports. The project idea was to encourage sportsmen and athletes collaboration and communication and provide an open environment for clubs to easily exchange information and arrange specific events like competitions, seminars etc.

- Ad Hoc testing
- Bug searching and creating bug reports
- Functional testing and usability testing