



OLEKSANDR KARPISHYN

GAME QA / TEAMLEAD



Odesa, Ukraine



380631338365



kamrielkarpishyn@gmail.com

ABOUT ME

Experienced QA with hands-on work across hardware/devices, slot games, web and APIs. Equally effective in strict, well-defined processes and in fast-changing environments with minimal procedures. Can build QA workflows and documentation from scratch or embed into existing ones, including hiring and training.

SKILLS

BASH (BASE LEVEL)

AGILE AND SCRUM

MOBILE TESTING

JIRA

SLOT TESTING

API TESTING

LEADERSHIP

HTML/CSS

LINK

Web site:

<https://qa.kamriel.com/>

LANGUAGES

ENGLISH

UKRAINIAN

RUSSIAN

WORK EXPERIENCE

EVERYMATRIX
2022 - 2025

QA Team Lead (Slot)

- Organization and optimization of work processes and adaptation to work with the client
- Created and maintained test documentation.
- Led and mentored a QA team of 5 people.
- Testing slot games from the team and partner companies
- Conducted employee training and performance evaluations.
- Maintained team productivity and morale in dynamic production cycles.

PETROSOFT INC
Aug 2015 - Jul 2022

QA Engineer (LPA & DCBox)

- Built QA processes from scratch for Loss Prevention Analytics and DCBox products.
- Performed mobile, hardware, and API testing.
- Created detailed test documentation and testing standards.
- Conducted employee training and internal QA knowledge sharing.
- Supported ISO certification by aligning processes with compliance requirements.
- Performed web testing and modular test validations.

STARTUP
Jul 2013 - Jul 2015

Game QA (Unity & VR)

- Sole QA responsible for all testing processes in a low-budget environment.
- Designed and executed test plans for Unity-based and VR training applications.
- Documented defects and coordinated with developers to ensure stability and performance.

EDUCATION

HILEL
2020

QA Automation

IT STEP
2016

QA Engineer