

Andrii Danchuk

Junior Manual QA Tester / Mobile QA / Game QA / LQA

PROFESSIONAL SUMMARY

Manual QA candidate focused on test execution, bug reports, regression, defect verification, UI/usability, LQA and web UI/content checks. Steam Partner; released Neuro Clicker on Steam and tested gameplay, UI, saves/progress, achievements and localization. Used Windows, macOS and iPhone/iOS; Android emulator-ready, Jira/TestRail-ready.

Zaporizhzhia, Ukraine | Open to relocate anywhere in Poland | Available from 1 August 2026 | Onsite / Hybrid / Remote
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QA / LQA PROJECT EXPERIENCE

Neuro Clicker - Solo Steam Release

Python / Pygame - Steamworks - Manual QA - UI/usability - Localization QA

- Executed manual test passes for gameplay flow, UI, text, achievements, save/progress logic, Steam page content and release materials.
- Reproduced defects with clear steps, actual vs expected result and environment context; fixed issues myself and verified the same cases after changes.
- Performed regression-style checks after fixes and small updates to avoid repeated issues in nearby gameplay/UI flows.
- Checked Ukrainian/Russian/English text for meaning, tone, context, line length, UI fit and usability problems after player feedback.

N-OS - Prequel in Development

Custom in-game OS - forum/mail/editor screens - QA report sample

- Testing navigation, content flow, save/progress behavior, text overflow, edge cases and regression risks while developing.
- Prepared a QA report sample with bug IDs, severity, repro steps, actual/expected result, screenshots and environment notes.
- Working with desktop-like UI, forum, mail, editor screens, story events, notifications and many UI states.

MANUAL QA / MOBILE QA COVERAGE

Test Execution

Smoke checks, regression checks, exploratory testing, UI/usability checks and simple test cases/checklists.

Bug Reports

Repro steps, actual vs expected result, screenshots, environment notes, severity thinking and defect verification.

Mobile / Platforms

iPhone/iOS real-device UI/content checks; Windows and macOS testing; Android basics and emulator/device-ready.

Localization QA

Ukrainian/Russian meaning, tone, grammar, context, line length, text overflow and UI fit.

ADDITIONAL EXPERIENCE

- **Private IT Tutor - current:** teach practical software tasks, Photoshop, AI tools and programming basics to beginners.
- **Programming Teacher - Logika:** taught Python, Turtle and Pygame basics; helped students find, explain and fix simple bugs.
- **Gibrid-S Website - Web Project / Manual UI Checks:** built a company website from scratch with HTML/CSS; checked layout, links, content, visual consistency, basic responsive behavior and verified fixes after updates.

TARGET ROLES

Manual QA Tester
Mobile QA Tester
Game QA Tester
LQA Tester
Junior QA Tester
Player Support / IT Support

CORE QA SKILLS

Manual Testing	Functional Testing
Test Execution	Test Cases
Bug Reporting	Defect Reproduction
Regression Testing	Smoke Testing
Exploratory Testing	UI Testing
Usability Testing	Mobile QA
iOS Testing	Android Basics
Jira ready	TestRail ready

TOOLS & PLATFORMS

Used: Windows, macOS, iPhone/iOS, Steamworks, Python, Pygame, HTML/CSS, web UI/content checks, Discord.

Ready: Jira, TestRail, Zephyr, Trello, Notion, Zendesk, Android devices/emulators.

Output: bug reports, test cases/checklists, repro steps, screenshots and fix checks.

EDUCATION

National University "Zaporizhzhia Polytechnic"

Bachelor's Degree, IT / Software Development - 2023-2026

Zaporizhzhia Electrotechnical Professional College

Junior Specialist, IT / Software Development - 2019-2023

LANGUAGES

Ukrainian

Native

Russian

Fluent

English

B1+, can communicate and write clear bug reports

Polish

Basic passive understanding, currently learning

LINKS

LinkedIn

[linkedin.com/in/andrii-danchuk](https://www.linkedin.com/in/andrii-danchuk)

Neuro Clicker

store.steampowered.com/app/4456170

Gibrid-S Website

gibrid-s.com