

Daniil Kadolba

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Professional Summary

Senior QA Engineer with 10+ years of experience in manual and automation testing across mobile, web, and desktop applications. Proven success leading QA for top-charting titles, and validating complex cross-platform features. Skilled in REST API testing, client-server debugging, and real-device validation using dev tools, logs, and test frameworks. Experienced in writing detailed test plans, collaborating with developers and product teams, and improving release stability

Experience

Senior QA Engineer, Tilting Point

2021/04 – 2025/06

Titles Shipped: Cypher 007, Godzilla x Kong: Titan Chasers, Narcos: Cartel Wars, SpongeBob: Krusty Cook-off, TerraGenesis: Landfall, The Oregon Trail: Boom Town, SpongeBob Adventures: In A Jam, Avatar: Realms Collide

- Led QA testing for multiple globally published titles across iOS, Android, Windows, and Amazon platforms
- Managed 3 external QA teams, streamlining workflows and improving delivery speed and test coverage
- Reduced ANR/crash rates below platform thresholds by refining test pipelines and collaborating with dev teams
- Built and maintained scalable QA documentation systems across 8+ active titles, overseeing 4,000+ evolving test cases and live release checklists
- Collaborated with engineering and product teams to clarify requirements and validate new features
- Authored QA onboarding docs and tooling guides, accelerating ramp-up for new hires and vendors
- Performed manual testing across mobile (iOS/Android), web, and desktop platforms
- Performed deep API testing for analytics, monetization, and backend event tracking
- Oversaw test device management to ensure coverage across a broad device matrix

QA Engineer, Belka Games

2020/07 – 2021/03

Titles Shipped: Merge & Conquer: Battle Games,

- Planned and executed manual iOS testing, primarily using the Unity Editor
- Owned QA from concept to Soft Launch, ensuring quality across all phases
- Contributed to early design discussions to align QA with development goals
- Maintained test documentation and authored internal tool/anti-cheat guides
- Wrote technical docs for internal tools and anti-cheat systems
- Defined iOS device coverage and supported partial QA team operations
- Provided partial operational oversight for the QA team

QA Engineer, Plamee

2018/10 – 2020/07

Titles Shipped: Narcos: Cartel Wars

Junior QA Engineer, Social Quantum

2016/07 – 2018/09

Titles Shipped: Wild West: New frontier

Education

ITMO university, BS in Information security technologies

Sept 2011 – May 2015

- **BS Thesis:** A method of the user identifying based on similar data in computing system

Technologies

Automation Tools: Playwright, Selenium (Python & JavaScript)

Technologies & Tools: Unity, Jira, Asana, Git, ADB, Firebase, Amplitude, Leanplum, AppsFlyer, Charles, Postman

Personal Projects: TFT Set Wrapper