

# Daniil Kadolba

Montenegro | dankadolba@gmail.com | +382 69 809 390 | t.me/dankadolba

linkedin.com/in/dankadolba | github.com/dankadolba | dankadolba.com

## Professional Summary

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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

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**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

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**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

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**Automation Tools:** Playwright, Selenium (Python & JavaScript)

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

**Personal Projects:** TFT Set Wrapper