



ULIANA-OLENA

SAKHNO

QA ENGINEER

SKILLS

Methodologies:

Agile, SCRUM, Kanban

Collaboration tools:

Teams, Skype, Slack

Database tools:

Microsoft SQL Server,
BigQuery, MongoDB, Redis,
Snowflake, Elastic, PostgreSQL

API testing:

Postman, Fiddler, API
automation basics

Testing tools:

Jira, TestRail, PractiTest, Xcode,
Android Studio, Chrome Dev
Tools

Virtualization tools:

Virtual Box, VMware
Workstation, BrowserStack,
Amazon

Design tools:

Corel DRAW, Figma

Quality Control:

Requirement analysis, test
cases development, defect
reporting, test execution, test
design techniques, basic test
automation understanding

I am a **QA Engineer** with 5 years of experience working on projects of different scales — from small mobile apps to large international systems. My main expertise is **backend** and **integration testing**, ensuring stability, reliability, and smooth cross-system communication.

I actively leverage **AI tools to boost productivity** in test design, defect analysis, and reporting, which allows me to deliver faster and more structured results. I focus on the **right priorities** at each project stage.

Recognized for my **systematic yet creative approach to problem-solving**, I strive to build clear QA processes, reduce production defects, and improve overall team efficiency.

WORK EXPERIENCE

QA ENGINEER AT "ALLSTARSIT" (27.05.2024 – till now)

On the Israeli **Morphisec cybersecurity project** I focus on validating system stability through work with multiple databases, where I analyze event ingestion, data consistency, and reporting accuracy. A significant part of my responsibilities is **log verification** and **root-cause analysis**, ensuring correct system behavior across complex workflows. I also participate in **security-oriented testing**, identifying potential vulnerabilities and validating protection mechanisms.

I actively apply API testing with Postman and automated flows, analyze system behavior across environments, and verify consistency under feature flags.

QA ENGINEER AT "TechMagic" (15.01.2023 – 24.05.2024)

I worked on Huckleberry, a **large-scale product** available on Android, iOS, and web. My primary focus was backend testing, where I validated **API integrations**, data consistency, and server logic across multiple platforms. I collaborated with an USA product team and developers.

EDUCATION

Lviv Politechnic National
University

Bachelor degree at
automation and computer-
integrated technologies
2017-2022

LANGUAGES

English - advanced
Ukrainian - native

CONTACTS

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My responsibilities included creating and executing test cases, analyzing system behavior through logs and databases, and reporting critical defects early in the cycle. I combined manual and **exploratory testing** approaches to cover complex scenarios, paying special attention to areas where business-critical functionality and user data were at risk. This helped maintain the quality of releases and ensured the reliability of the application for **thousands of end users**.

QA ENGINEER AT "COSM.CARE" (18.05.2022 – 24.12.2022)

I worked on Cosm.care, a Canadian digital healthcare product designed to support patients and healthcare providers. My main responsibility was **compliance testing**, ensuring the product met **governmental regulations** and standards for medical digital solutions.

This included **validating data security, user privacy**, and workflow correctness according to healthcare requirements. I participated in discussions on how to align product features with regulatory expectations.

This project gave me valuable experience in **highly regulated environments**, where accuracy, reliability, and compliance with legal standards are just as important as product functionality.

QA ENGINEER AT "STEPICO GAMES" (07.02.2020 – 05.05.2022)

At Stepico Games I worked on **multiple game projects** of different genres and scales, including Match3, City Builder, and online gambling platforms. My responsibilities covered the **full QA cycle**: requirement analysis, test design, execution, and defect reporting. I collaborated closely with developers, game designers, and artists to ensure stable releases in a fast-paced development environment.

The projects required complex logic validation, heavy animation testing, and security-related checks. One of the highlights of my work was testing an online gambling game with **blockchain-based transactions on Ethereum**, where I performed thorough security and functional validation. I also prepared complete test documentation and **mentored newcomers**, helping the team scale QA processes effectively. This experience strengthened my ability to adapt to different product types and deliver high-quality results under tight deadlines.