

Daria Gekht

QA Engineer

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- Experienced QA Engineer passionate about aligning quality processes with product vision and user experience.
- Bringing over 6 years of expertise ensuring product quality, delivery efficiency, and user satisfaction across web, SaaS, ad tech, and game development industries.
- Specializing in building QA processes from scratch, integrating automation into CI/CD pipelines, and improving collaboration between development, QA, and product teams.
- Using my .NET, C#, and Python background to understand system behavior and communicate effectively with devs.
- Aiming to build processes and tools that speed up delivery while keeping high quality and usability

TECH SKILLS

Testing: E2E, Regression, Integration, Smoke, Sanity, Functional, API (REST, Postman), UI, Performance

Automation: Playwright, Testim (APEX), Android Test Farms (Unity, C#, BHL, ADB, SSH)

CI/CD & DevOps: Jenkins, TeamCity, BuildBot, Git

Monitoring & Analytics: Redash, Firebase, Google Console

Databases: SQL (MySQL, ClickHouse), SOQL

Environments: Windows, macOS, Android, iOS

Tools: AI, Jira, Xray, Slack, JetBrains Suite

Methods: SDLC, STLC, Cross-Functional Collaboration, Mentoring

PROFESSIONAL EXPERIENCE

Mar 2025 – Nov 2025(layoff): QA & Automation Engineer, [Minute Media](#)

- Established standardized QA process, resulting in **95% test accuracy** and faster delivery cycles.
- **Initiated and implemented** a clear **testing process**, improving test coverage, communication, and delivery quality.
- **Facilitated team retrospective** to identify workflow bottlenecks and implement continuous process improvements.

2023 – 2025: QA Manual & Automation Engineer, [Novidea](#)

- **Developed and maintained Automation CI tests** using Testim, integrated with Slack and Gmail reporting.
- Designed and executed regression and API testing workflows, **improving defect detection by 30%**.

2020 – 2022: QA Manual & Automation Engineer, [MY.GAMES](#) ([Bit.Games](#) studio)

- Performed mobile functional and integration testing on Android and iOS builds.
- **Built and led QA Automation** department from scratch, implementing scalable frameworks and CI processes.
- **Improved testing efficiency by 30%** and reduced manual testing time through custom Unity tools, cheat-code tools, tools for building various game modes, tools for bug replays.
- **Found memory leaks** with Unity Profiler, ADB & Console debugging.
- Analyzed system and crash logs using ADB, Profiler, and in-house analytics tools.

2019 – 2020: C#/.NET Backend developer, [Smartway](#)

- Fixed bugs and **developed** new project **features**; Tested API with **Postman**.
- **Deployed** versions of frontend and backend **project** to production **via Jenkins**.
- Supported clients; Wrote SQL queries for DB correction via **MS SQL Server**.

EDUCATION

BSc in Mathematics and Computer Science, Penza State University, Russia (Evaluated in Israel)

LANGUAGES

English (Professional), **Russian** (Native), **Hebrew** (Basic)