



YULIYA ZAMKA VENKA

SENIOR QA AUTOMATION ENGINEER/
AI ENGINEER

✉ me@yuliya.io

📍 Germany

PROFILE

I'm a Senior QA Automation Engineer with experience in implementing and integrating AI models, as well as leading QA and development teams. Through my work and several nanodegrees, I've gained valuable expertise, and I'm excited to apply my skills in model development, analysis, and spotting details on innovative projects and support automation and the best software quality. Oh, and I have a golden retriever who's convinced he's the real tech genius!

SKILLS

Un/supervised ML
LLM, GANs
Python
PyTorch
TensorFlow
TypeScript
C/C++
HTML/CSS
Cypress
Test Automation
Agile Leadership
Team Management
Release Management
Android/iOS Testing
Localization Testing
Game Testing
Git/Continuous Integration

EXPERIENCE

SENIOR QA AUTOMATION ENGINEER

Ottonova, Munich

JUNE 2019 - PRESENT

Over the past year, in addition to my educational and personal projects, I had the opportunity to apply my knowledge in AI to several work-related projects. I worked on enhancing automated document processing by fine-tuning a model for OCR-free text recognition and document classification, as well as developing an ML pipeline for chat classification.

My main responsibilities have included developing and maintaining automated tests using TypeScript, Cypress, and Jest for various internal and external systems. I introduced Cypress for end-to-end automated testing, initiated a project specifically for testing internal applications, and have been sharing my expertise with colleagues. Previously, I was a part of the Android/iOS test automation team.

Additionally, I have supported our Lead in organizing Scrum meetings and coordinating Agile workflows. During our Team Lead's parental leave, I stepped in as interim Team Lead, ensuring the team remained productive and organized.

SENIOR QA ENGINEER

Travian Games, Munich

JUNE 2016 - MAY 2019

I've been focused on test automation with Python and developing a comprehensive strategy for automated testing, overseeing manual testing processes, managing game releases, ensuring everything rolls out smoothly and efficiently.

IOS QA ENGINEER

Viber Media, Minsk

JULY 2015 - OCTOBER 2015

I've been involved in various types of manual testing on iOS, including documentation testing, bug identification and analysis, issue prioritization, and report generation in Jira. I shortly worked at Viber, as I got an opportunity to move to Germany.

CERTIFICATES

2024

COMPUTER VISION

Udacity Nanodegree Program

NATURAL LANGUAGE PROCESSING

Udacity Nanodegree Program

DISCOVERING ETHICAL AI

Udacity Course

DEEP LEARNING

Udacity Nanodegree Program

INTRODUCTION TO MACHINE LEARNING WITH PYTORCH
Udacity Nanodegree Program

AI PROGRAMMING WITH PYTHON
Udacity Nanodegree Program

DISCOVERING ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING
Udacity Course

EDUCATION

COMPUTER/INFORMATION TECHNOLOGY ADMINISTRATION AND MANAGEMENT (MASTER)

Academy of Public Administration, Minsk
2005 - 2010

MATHEMATICS, INFORMATICS

Lyceum of the Belarusian Russian university, Mogilev
2003 - 2005

LANGUAGES

English (fluent)
German (fluent)
Russian (native)

QA ENGINEER
Nival Network, Minsk
MARCH 2013 - JUNE 2015

From the start, I was involved in all types of testing across different stages of game development. This included creating comprehensive test plans and strategies, designing and running test checklists, and writing detailed test cases. I later focused on automating tests for the game Prime World. Since August 2014, I've managed a team of 6 QA engineers, overseeing all testing activities and ensuring smooth game launches.

QA ENGINEER
DiArKlass, Minsk
DECEMBER 2012 - FEBRUARY 2013

As a part of an international testing team for educational web-project I have been working on manual and automated testing, designing and execution of checklists and test cases, identifying bugs, analyzing, prioritizing and generating reports.

JUNIOR RESEARCHER
Institute of system analysis and information support ScientificTechnical Sphere, Minsk
JULY 2010 - JULY 2012

At my first full time job I was helping to maintain office software written in C and doing some web programming and content placement.



See you soon!