



Skywind Application

TESRenewal Username: Giltas

Country of Residence: Russia

Timezone: UTC +03

Interested in: QA tester

Level of Commitment: Moderately active

Skills and Experience: Professionally I have worked as QA tester for almost 3 years now at SoftClub

(<https://www.linkedin.com/company/1c-softclub>). My main area of expertise is localization testing, so making sure all the texts are correct, consistency of game terminology, checking for text bleeds/cut offs, missing strings/incorrect string implementation, audio checks (sound artifacts, volume, wrong cutting, sound effects) etc.

I have worked on many AAA games in the past, so I'm very familiar with all the usual ways of testing (black box testing, white box testing, test cases, exploratory testing, bug reporting, regression, use of command line/debug/dev tools, work with Microsoft Office). I will gladly learn new

areas of testing and skills, if the need arises.

Have experience working solo as well as part of the team.

It's a little hard to give proof of skills, but I can give you a list of games that have my name in credits (bear in mind, not all games list localization testers names, so such a list will be not very long). Look for Ivan Kalinin in Russian QA localization sections: Total War Warhammer, DOOM (2016), Tom Clancy's The Division. This site has some credits in easily searchable form

Proof of Skill(s):

<http://www.mobygames.com/developer/sheet/view/developerId,555135/>

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