



Egor Popov

Unity QA Engineer

Perm, Russia — Russian citizenship
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Relocation: Open — Business Trips: Not available
github.com/zevwax

Summary

QA Engineer with 4 years of hands-on Unity development experience and 3 months of experience in functional and API testing of web applications and backend services. Strong focus on game logic validation and debugging within the Unity Editor. Experienced in agile workflows, SDLC participation, release support, and production monitoring.

Key Skills

- Functional, regression, integration, smoke, E2E testing
- REST API testing: Postman, Apidog, Swagger
- JSON validation, schema checks, JavaScript assertions
- SQL (SELECT, JOIN), PostgreSQL, DBeaver
- Test management: TestIT
- Debugging: Chrome DevTools
- Agile processes: Jira, UAT, retrospectives

Portfolio

Satmorpex (ranked 1st in the fun category) (<https://itch.io/jam/-pixel-game-jam-2025/rate/3573477>)

- Developed with Unity (C#)
- Implemented a custom Debug Console to allow real-time attribute manipulation and state-skipping during the testing phase.

Sierra 1-1 (<https://zevwax.itch.io/sierra-1-1>)

- Developed with Picotron (Lua)
- Engineered a custom 2D collision system from scratch, implementing manual AABB (Axis-Aligned Bounding Box) logic to ensure frame-perfect movement and precise tilemap interactions.

Edgeward (zevwax.com)

- Developed with Unity (C#)
- Engineered a fully decoupled asset pipeline for the game, eliminating prefab dependencies by implementing runtime object instantiation and dynamic material synthesis via the Resources API.

Professional Experience

QA Engineer — Ukids Academy (ukids.ru)

Nov 2025 – Jan 2026

Remote

- Manual testing of frontend and backend platform components
- Functional, regression, smoke, and integration testing across releases

- REST API testing and JSON validation via Postman and Apidog
- JavaScript-based API assertions in Apidog
- Test case creation, maintenance, and execution in TestIT
- Database validation via PostgreSQL (SELECT, JOIN)
- Production release support and participation in UAT demos

Achievements:

- Increased edge-case coverage, reducing escaped defects in production
- Improved structure and clarity of test documentation in TestIT
- Contributed to faster issue triage during releases through log and metrics analysis

Education

Perm National Research Polytechnic University (PNRPU), Perm Information Systems and Technologies — Incomplete

Languages

Russian — Native

English — B2 (Upper-Intermediate)