

Daniil Kadolba

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Professional Summary

Senior QA Engineer with over 10 years of experience in end-to-end mobile game development cycles. Proven ability to lead QA strategy for top-charting titles, manage multi-vendor teams, and drive release quality across iOS, Android, and desktop. Known for optimizing QA operations, minimizing crash metrics, and fostering cross-functional collaboration across engineering and design teams.

Experience

Senior QA Engineer, Tilting Point 2021/04 – Present

Titles Shipped: Cypher 007, Godzilla x Kong: Titan Chasers, Narcos: Cartel Wars, SpongeBob: Krusty Cook-off, TerraGenesis: Landfall, The Oregon Trail: Boom Town, SpongeBob Adventures: In A Jam, Avatar: Realms Collide

- Led QA testing for multiple globally published titles across iOS, Android, Windows, and Amazon platforms
- Managed 3 external QA teams, streamlining workflows and improving delivery speed and test coverage
- Reduced ANR/crash rates below platform thresholds by refining test pipelines and collaborating with dev teams
- Built and maintained scalable QA documentation systems across 8+ active titles, overseeing 4,000+ evolving test cases and live release checklists
- Optimized triage and bug escalation pipelines to surface critical defects earlier in the dev cycle, accelerating resolution and reducing live issue risk
- Authored QA onboarding docs and tooling guides, accelerating ramp-up for new hires and vendors
- Conducted QA reviews of game projects, ensuring they met publisher standards
- Analyzed GDDs to identify edge cases and improve gameplay logic for stronger QA coverage
- Oversaw test device management to ensure coverage across a broad device matrix

QA Engineer, Belka Games 2020/07 – 2021/03

Titles Shipped: Merge & Conquer: Battle Games,

- Planned and executed manual iOS testing, primarily using the Unity Editor
- Owned QA from concept to Soft Launch, ensuring quality across all phases
- Contributed to early design discussions to align QA with development goals
- Maintained test documentation and authored internal tool/anti-cheat guides
- Wrote technical docs for internal tools and anti-cheat systems
- Defined iOS device coverage and supported partial QA team operations
- Provided partial operational oversight for the QA team

QA Engineer, Plamee 2018/10 – 2020/07

Titles Shipped: Narcos: Cartel Wars

Junior QA Engineer, Social Quantum 2016/07 – 2018/09

Titles Shipped: Wild West: New frontier

Education

ITMO university, BS in Information security technologies Sept 2011 – May 2015

- **BS Thesis:** A method of the user identifying based on similar data in computing system

Technologies

Languages : JavaScript, Python, C++ , Delphi, SQL, HTML

Technologies & Tools: Unity, Jira, Asana, Git, ADB, Firebase, Amplitude, Leanplum, AppsFlyer, Charles, TestFlight