

PERSONAL INFORMATION

Patryk Raba

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A QA & Release Lead / Line Manager of Bragi by day and a Test Engineer by night, I'm a multidimensional professional with almost 10 years of experience supporting the crowd testing, IT consulting/mentoring, and team leadership spaces. To date, I hold a BA in Informatics Technology, various certifications such as ISTQB® Tester Certificate, along with an abundance of lived experiences. And you guessed it, enjoy leveraging passion-inspired acumen to accentuate the full-scope testing experience, removing the "intimidating" factor of software/new process integration, and of course, address every forward-thinking project with a moral compass, a clockless devotion, and an open mind. Conference speaker, notorious for talking about ways he helped companies get their QA process back on track and showing how its done by an expert.

EXPERIENCE

March 2022 - Currently



Release manager (previously) | QA & Release Domain Lead (currently)

Company: Bragi (remote) | **Methodology:** Agile | **Environments:** Mobile, H/W (BT Headphones)

- **Initially joined as a Release Manager, aiming to create and maintain a Release Process**
 - Creating a release process from the grounds up with the help of my VP
 - Managing Release rituals
 - Deploying new builds (Firmware packages) to cloud
 - Creating release packages (Firmware, mobile apps) for the customers
 - Managing crowdtesting requests and verifying its results
 - Policing the QA results and providing feedback on how to improve it to maintain high quality
 - **Maintaining a Remote Device Lab project**, which aimed to enable internal teams and external parties to access, test and develop software and firmware against headphones that otherwise would need to be shipped. From making a market research, through completed product and with a long-term roadmap
 - Giving speeches on the Device Lab solution on multiple occasions to continue speaker activity and give company visibility on the QA market
 - Conselenium – Keynote presentation
 - Test:Fest – Regular presentation
- **Currently promoted to a QA & Release Domain Lead / Line Manager. Since I am currently out until April 2023, my exact responsibilities are TBD**
 - Managing a team of testers and release manager including 1on1 calls, escalations and other activities
 - Creating a long term strategy for improving the QA process
 - Further improving and maintaining the Remote Device Lab project

July 2014 - Currently



Freelance Tester | Test Team Lead | Test Engineer 3

Company: uTest (remote) | **Methodology:** Agile | **Environments:** Mobile / Web / Desktop / Others (VR/ Smart TV/Smart Appliances and many more)

- **Starting as a Crowdtester on uTest in 2014 as an after-hours activity**
 - 907 tested products, 6833 reported bugs in 3362 test cycle
 - Award of "Tester of the year" and twice "Tester of the quarter" amongst 150.000 testers
 - Working with every possible product type on the market, from basic mobile apps through websites, Smart TV apps and Smart Device appliances, to being a secret customer testing out products in the wild
 - Creating a private, home driven Device Lab using 80+ mobile devices, connected via Open Source STF framework, available for remote testing (Android-only)



- Being promoted to Test Team Lead in 2016

- Becoming a point of contact for testers for any inquiries
- Validating issues, test cases and any deliverables
- Providing triage recommendations on bugs (valid/not valid) and highlighting high value bugs to the customer and internal management team
- Working closely with teams around the world
- Performing smoke tests before the builds are used in a wider audience setting
- Attending customer calls where necessary

- Moving up to Test Engineer role in 2017 and slowly getting promoted to Test Engineer 3 role in 2020 (currently)

- Creating test cycles (entities that include instructions, builds and other documentation helping testers understand the scope of testing and helping drive the results expected by the customer)
- Recruiting testers across the whole world
- Monitoring the test cycles and highlighting any issues
- Directing other Test Engineers with their tasks
- Attending customer meetings and discussing with customer directly on some accounts
- Working with Test Architects to achieve strategic goals (KPIs, ie. Specific device / location coverages, planning out short turnaround times, managing distribution of test devices and other day to day challenges.
- Part of 55 different projects total, with 40+ being mobile focused

Some notable project examples:

- Prominent, well-known game development company that specializes in creating highly engaging and addictive mobile and online games
 - I managed testing of 20 different games under up to 30 different languages
- Global travel search engine offering real-time pricing and availability for millions of travel options, including flights, hotels, and car rentals.
 - On this account I helped create the testing process, re-worked the test cases, and shuffle between different testers on a weekly basis between 10 different countries.
- Leading video game developer producing high-quality games for global audiences with innovative technology and captivating storytelling.
 - I have managed a team of testers from different countries testing out payment in the new shop app, ensuring good coverage and quality results.
- Well-known ride-hailing company, later merged with a bigger entity, offering customers perks for coming back for more rides via loyalty system
 - I managed rollouts of new features in France on the iOS/Android app, and later on was overseeing merge with the biggest ride-hailing taxi app.
- Globally-renowned multinational corporation with a diverse portfolio of energy and petrochemical businesses, committed to sustainable development and innovation, most known by their Petrol Stations.
 - I helped to manage a rollout of mobile-based payments through iOS/Android app on variety of countries (Austria, Switzerland, France), managed teams of testers going to the stations, performing payments and reporting back on the result, ensuring quality reports and good device / language / site coverage.
- Leading online sports betting platform offering a seamless user experience with a wide range of sports and events to bet on.
 - I manage a monthly set of runs on 32 different countries, with up to 6 payment methods each, on 3 different platforms (Web / iOS / Android). I help identify new testers, perform continuous improvements, add new countries / payment methods and resolve and challenges as they come.
- A low-code development platform enabling businesses to build and deploy applications quickly and efficiently.
 - I manage the process of keeping high KPIs on both Mobile and Web testing (90% bug / risk avoidance on all products) by keeping a track of the quality of each test cycle and creating continuous improvements to keep with new products and requirements.
- innovative technology company that specializes in creating interactive toothbrushing experiences for children, their products use augmented reality and gaming elements to incentivize children to brush their teeth regularly and thoroughly.
 - I managed testing on different models on iOS and Android apps.
- Streaming service offering access to a wide range of reality TV shows with a user-friendly platform and enhanced features.
 - From full country rollouts to small requests, I set up and manage testing of apps on every possible streaming platform (Web, Mobile, Smart TV, Streaming sticks), ensuring high quality, providing tips on getting better tangible results and doing continuous improvements cycle by cycle.

Oct 2017 - Jan 2022



QA Engineer | Integration QA | QA Lead

Company: Welltok (remote) | **Methodology:** Agile SAFe | **Environments:** Web, Mobile, Backend

- **Initially joined as a Mobile QA Engineer with own device lab for Mobile focused testing**
 - Helping the team with Mobile device testing & understanding the mobile / web priorities using Google analytics console
 - Writing out mobile test cases & creating test plans
 - Looking up technologies for Mobile Automation and starting on PoC
- **Integration QA (~Sep 2018) role with new responsibilities:**
 - Managing Integration environment and deployments
 - Manual test execution and writing up new test cases
 - Writing Automation selenium scripts for new and existing features
 - Documenting ETL process that were left by previous teams without documentation
 - Helping identify pain points of the integration processes & helping managers fix them
 - Working with Databricks, Splunk, SSH, Sentry, Kubernetes, Airflow, Python, SQL, Snowflake, Docker, Cassandra, AWS and other tools used within the company
 - Debugged multiple mixed tech stack (Java, Ruby, JS, Scala) applications (Mobile and Web) and reported detailed bugs including fix solutions.
- **Moving to QA Lead role early 2020 to help Harmonix Data drive Quality and getting new responsibilities:**
 - Educating devs on the QA practices and reviewing their User Story testing
 - Helping fill the gap between Dev and Integration QA team on deployments
 - Learning the new Harmonix ETL process from grounds up and setting it up on Integration environment later on
 - Helping creating test data (i.e.. 1 million real addresses) by identifying valid test data sources

April 2017 – October 2017



SQA Tester

Company: Roche (remote) | **Methodology:** Agile | **Environments:** SAP Web

- Remotely testing SAP application with support of HP ALM and HP SM
- Running test scripts, reporting bugs, reviewing test documents, executing tests
- Reporting defects against the SAP environment
- Conducting trainings on reporting
- Debugging web services
- Creating reports using VBA and statistics of defects
- Refactoring old and outdated test scripts

February 2015 – September 2016



VP of Testing

Company: Nozbe (remote) | **Methodology:** Agile | **Environments:** Mobile / Desktop

- Tested mobile application on iOS, Android WP, BB and Web/Desktop on Windows, Mac & Linux
- Reworked from scratch the whole testing process – new bug templates, test plans.
- Re-used a previously created platform for remote manual testing on Android devices - Smartphone Testing Farm – to be used within the remote team.
- Starting a PoC on automating simple test cases for Mobile apps
- Supporting the Customer Service team with debugging & responses to the customers
- Creating documentation for the mobile and desktop apps

October 2013 – December 2014



Junior Tester / Junior Android Developer

Company: Playsoft, Gdansk | **Methodology:** Partially agile | **Environments:** Mobile / Desktop

- Creating test cases basing on requirements
- Estimating testing time for various tasks
- Functional, localization, regression, load (JMeter) testing and reporting found bugs on Jira/Redmine
- Analyzing and interpreting testing reports
- 2 months as a Junior Android developer
- working on a football score application in Java
- implementing new views using external APIs and fixing bugs
- Helping QA team
- 1 month as a Performance engineer helping identify best architecture for use with Blade Lords online services using JMeter

April 2011



Internship QA Tester

Company: CD Project SA, Warszawa | **Methodology:** N/A | **Environments:** Mixed

- Internship game testing in gog.com department
- Verifying old games on new machines and creating reports out of testing processes
- Debugging issues and finding root cause of problems (i.e. issues with old games combability with new CPUs resulting in increased frame rates) using provided tools.

EDUCATION



Gdansk University of Technology

Informatics Technology, bachelor's degree

Interpersonal



- Leadership (managing groups of up to 2000 testers)
- Openness and ease of communication with others
- Ability of working under pressure of time
- Ability of self-managing working time (remotely)
- Giving speeches on 3 conferences in Poland
(Scan the QR code for example presentation)

Languages

Polish native language
English near-native level (C2)

Certification

- ISTQB Foundation
- ISTQB Agile
- ECDL Expert

