



Michał Piękoś

QA Developer

Profile

QA Developer with extensive experience in designing testing frameworks from scratch. Software Tester with a strong skills in creating testing strategies, test plans and constantly optimizing the testing processes. A strong believer in the power of teamwork (often co-evidencing this thesis), with maximum flexibility and motivation to get the job done. Big fan of Domain-Driven Design.

Employment history

Senior QA Developer in GALAKTIC-TEC Michał Piękoś, Cracow

June 2022 —

Cloudpay/Soitron contract:

 writing functional Automation Tests in Katalon/Groovy/Selenium (Front-end), executing and investigating performance tests using Glowroot, and implementing a performance framework using JMeter. The project involved developing sophisticated payroll management applications

• Idemia contract: — December 2022

 developing and establishing a comprehensive testing framework for the RESTful API interface within a payment tokenization platform, using Java/Junit/Serenity-Rest. This platform facilitates secure transactions involving VISA cards, digital wallets, and other payment methods. The task involved maintaining the functionality of the existing solution built initially on Postman/JavaScript, while developing a new, highly adaptable solution that could easily be expanded and work synergistically with the system's developers

Senior QA Developer in IG Group, Cracov

November 2019 — June 2022

- co-creating of testing strategy, selection of technologies to create POC of first automation solutions, creation of test plan for new trading platform calculation engine, gaining expert knowledge in business intelligence
- creating automation frameworks from scratch for the core department using Java/TestNG and Python/Pytest.
- managing technical solutions and assuming DevOps responsibilities.
- meticulously documenting work processes.
- developing a comprehensive Way Of Working (WoW) for streamlined QA operations
- technical and subject matter leading for members of the growing QA team
- organizing meetings to control our progress so that we also do not deviate from the expectations of other teams and management, but also online forms of video chat integration to fill the gap of meetings over coffee when working remotely

Personal info

Cracow, Poland, +48515747809 (Whatsapp) piek.mike@yahoo.com

Links

My Portfolio

Skills

Exploratory Testing

Problem-Solving

Strong Self-Reliance

Interpersonal Communication

Analytical Skills

Programming Skills

Languages

Polish – Native

English - C2

Spanish – B2

tools

Jira, Agile, postman, katalon, Google Colab, IntelliJ, git, Copilot/ChatGPT, Visual Studio, Zephyr Scale, Jenkins, Linux/Unix command line tools

trainings

ISTQB, CCNA

Interests

dancing, boxing, literature, music, travelling

I hereby give consent for my personal data to be processed by the interested party for the purpose of conducting recruitment for the position which I am applying for.



Senior Software Developer in Ericsson Poland, Kraków

August 2018 — October 2019

- developing software for the transport layer of TCP/IP, specializing in LTE and 5G technologies using C/C++.
- developing automation tests with the Java/JCat framework, ensuring robust quality assurance.
- writing Python scripts for continuous integration and continuous deployment (CI/CD), driving efficiency improvements.
- collaborating closely with cross-functional teams to co-design and implement innovative new features

Senior Developer in Mint of Poland S.A., Kraków

October 2016 — December 2017

- developing a cashless payment systems in C, C++ or C#. The systems on Linux/Unix
- creating a new software for metro ticket machines (embedded)
- managing integration and configuration, testing my own solution
- providing exceptional customer support, fostering positive relationships and ensuring seamless user experiences.

Software Developer in NOVOMATIC Group, Kraków

November 2008 — October 2016

- develop computer bet-games using C/C++
- closely collaborating on every new product, balancing creativity with technical feasibility.
- rigorously evaluating quality, ensuring seamless gameplay experiences.
- develop robust automation tests in Python, tackling the complexities of game math, mechanics, and user interactions.

C++ developer in IGE+XAO Polska sp. z o.o., Kraków

December 2007 — October 2008

 developing an intricate CAD application for designing electrical installations, catering to international clients (e.g. Airbus). Leveraged MS Visual C++ 6.0 (MFC) and MS Visual Basic, navigating graphical complexities.

QA Engineer in ComArch S.A., Kraków

August 2006 — November 2007

- creating a test plans, documentation testing for a complex billing system, that physically consisting of three main modules, built sequentially as a core application (Unix), a database (Oracle) and a web application
- rigorously analyzing and testing the application functionalities (datadriven black-box testing), meticulously reporting bugs in Jira and the Test Manager system
- engaging in vital meetings with developers and the implementation department
- administering Oracle tasks crucial for preparing the test environment

Education

A Master of Science in Engineering, University of Science and Technology (AGH), Kraków

September 2001 — March 2006

I hereby give consent for my personal data to be processed by the interested party for the purpose of conducting recruitment for the position which I am applying for.