



# DANIEL PIECHOTA

QA SPECIALIST

(+48) 603 158 850

daniel.pi3chota@gmail.com

Poland

[piechotadaniel.com](https://piechotadaniel.com)

[linkedin.com/in/danielpiechota/](https://linkedin.com/in/danielpiechota/)

## ABOUT ME

QA specialist with 3+ years of experience in manual testing and live development. Self-driven and detail-oriented, with strong communication skills and the ability to thrive in fast-paced, cross-functional environments. Looking to apply QA skills beyond the gaming industry.

## EDUCATION

Technical High School for Computer Science  
Lubliniec | 2016–2019

## SKILLS

- Analytical, adaptive and self-directed, with a proven ability to multitask, learn quickly and exceed role expectations
- Hands-on experience with QA workflows, bug tracking, and test documentation
- Attention to detail and systematic approach to testing
- Experienced in identifying unintended behaviors and edge cases through deep systems understanding and person perspective
- Proficient with AI tools (e.g. ChatGPT) for workflow optimization, research, and task automation
- Calm and patient under pressure, maintaining focus on priorities and goals
- Knowledge of SQL, Sheets, JIRA, TestRail, and basics of API testing
- Fluent English (C1 level) both spoken and written

## HOBBIES

- Gaming
- Cognitive science
- Technological innovations
- Various physical activities

## EXPERIENCE

### DevQA Specialist

People Can Fly | 03.2023 – 06.2025

- Comprehensively tested and maintained systems for functionality; raised red flags and reported bugs to ensure feature stability and user experience
- Developed and maintained detailed QA test plans aligned with sprint goals and milestone deliverables, ensuring long-term systems stability
- Ensured smooth feature delivery by identifying blockers and communicating issues clearly with developers and production across multiple disciplines
- Designed and maintained longevity matrices to guide game balance and support progression
- Acted as a proactive communicator and problem-solver, contributing cross-functional feedback and systemic solutions based on technical insight
- Supported QA and design teams with in-depth knowledge of progression systems and debug tools, improving communication and issue triage across disciplines
- Performed long-term progression and retention testing using internally developed balancing matrices to simulate player behavior and stress-test system durability
- Created custom JIRA dashboards to optimize QA workflows and improve team-wide visibility of testing progress
- Provided feedback to developers on improvements in UX and system clarity, based on player behavior

### Junior Balance Tester

People Can Fly | 05.2022 – 03.2023

- Executed manual exploratory testing to detect edge cases and prevent exploits
- Interpreted telemetry data to identify gameplay pain points and guide accessibility improvements
- Evaluated player experience and engagement from an end-user perspective to detect systemic risks to retention
- Documented research findings on emerging tools and systems to support QA pipeline scalability and future-proofing