

# Vitaliy Yaroshevych

Head of QA & Delivery | Release Manager | Project Manager

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## PROFESSIONAL SUMMARY

Engineering leader with 12+ years in software quality and delivery, including 5+ years leading multi-product QA and release operations across iGaming (slots, social casino, sweepstakes, game provider). Built QA function from 3 to 14 people across 3 departments. Managed end-to-end release pipelines for 3 independent production infrastructures. Launched products from zero to production as project manager. Hands-on experience in process engineering, cross-functional coordination, hiring (200+ interviews), and building training programs. Earlier career in sports betting (SBTech / DraftKings) and media technology (Avid / GlobalLogic).

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## KEY ACHIEVEMENTS

- Scaled QA team from 3 to 14 engineers; restructured into 3 squads with dedicated leads, advancing from QA Lead to Head of QA & Delivery
  - Delivered 180+ JS Slot games, 40+ product releases, 100+ C++ Slot games, and 20+ product features across US, EU, and Ukrainian markets
  - Designed and launched QA internship school: 12-week structured program, reducing hiring costs and onboarding time
  - Built release management process for 3 separate production environments (Ukraine, NetGame NV, USA) from scratch — established versioning, retrospectives, sprint planning, and feature grooming
  - Led sweepstake casino project end-to-end as project manager: took a stalled 1-year project to production in 3 months, achieving 10% user growth target
  - Established partner integration pipeline for NetGame NV game provider: organized 80+ partner channels, created Jira project structure, onboarding documentation, and QA validation process
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## PROFESSIONAL EXPERIENCE

### NetGame / JetArt Games / KingGroup

*Head of QA & Delivery → (formerly QA Lead)*

2020 – Present • Kyiv, Ukraine

**Company context:** A group of companies encompassing a game studio, B2B game provider (NetGame NV), US sweepstakes platform (River Slot), social casino (Funrize), and licensed Ukrainian casinos (BetKing, 777, Vegas). Grew from ~300 to ~1,200 employees during tenure.

- **Team leadership:** Built QA department from 3 to 14 people across 3 QA squads + customer support unit. Conducted 200+ interviews, reviewed 300+ CVs, developed structured interview framework with scoring rubrics for Junior / Middle / Senior levels.
- **Game Studio (JS):** Managed full QA cycle for 180+ slot games, 20 jackpot games, 10 fast games, 4 crash games, 5 fish game versions. Organized migration from legacy engine to new technology stack. Organized testing across DEV/RC/Stage environments.
- **River Slot (US market):** Led QA for native C++ social casino app (iOS, Android, Windows, Linux). Managed testing of 100+ games and 20+ features (VIP Club, tournaments, loyalty programs, seasons). Introduced version planning, retrospectives, and feature grooming — transforming chaotic ad-hoc releases into predictable 1–1.5 month cycles. Negotiated 5 dedicated QA environments with DevOps to isolate testing.
- **NetGame NV (Game Provider):** Designed integration pipeline from scratch: Jira project structure with per-partner epics, Slack channels for 80+ partners, Confluence documentation, standardized naming conventions. Hired and managed support engineers for partner communication. Initiated API documentation migration and validation. Coordinated game openings across 7+ production servers.
- **Release Management:** Operated as de facto Release Manager across 3 production infrastructures (Ukraine, NV, USA). Coordinated server RC builds, math file deployment and statistical validation, client stage builds, and post-release monitoring. Established weekly release cadence with structured status reporting.

- **Thunder 7 (Project Manager):** Took full ownership of a stalled product launch. Defined MVP scope (60 games, 14 features), coordinated 6+ teams (client dev, server, DevOps, QA, product), set up dev–stage–prod pipeline from zero, managed POS terminal dual-mode redesign, purchased domain. Delivered to production in 3 months.
- **QA Internship School:** Designed 12-week modular training program with 6 exam blocks, 3 specialization tracks (River, JS, NV), grading system, and mentorship framework. Negotiated employment contracts with mandatory 1-year retention clause. 3 of 5 interns successfully graduated to Junior positions.
- **Process engineering:** Created comprehensive onboarding checklist (110+ items), FAQ database (34 entries), skills tracker with auto-calculated proficiency scores. Migrated test management from TestRail to Testmo. Maintained structured test case repositories organized by product, module, and test type.

## **SBTech (acquired by DraftKings) via Ciklum**

*QA Engineer → Senior QA Engineer*

February 2017 – 2020 • Kyiv, Ukraine + travel (Belgium, USA)

**Company context:** B2B sports betting platform serving operators worldwide. Retail Unit: self-service betting terminals, cashier apps, kiosk back-office. Microservice architecture.

- Participated in launching the first legal sports betting in the United States; traveled on-site to work with regulators alongside the Product Owner
- Tested complex betting features: Bankers in the Betslip (full calc rework), Bets, Cash Out, system/combo/single bets, tax calculations across jurisdictions
- Supported 10+ operators (PLE, BetFirst, Golden Nugget NJ, OmniDemo, etoto, GanaBet) with operator-specific configurations and environments
- Traveled to Belgium for on-site terminal deployment: hardware setup, configuration, staff training across multiple BetFirst locations
- Authored QA methodology guidelines adopted across the team: structured test design framework (What / Where / How) used by QA, support, and technical writers
- Worked with microservice architecture (Accounting, Betting, Customer Data, Reporting), Zephyr test management, Fiddler, SQL Server, Jenkins, JMeter

## **GlobalLogic Ukraine → Avid**

*Junior QA Engineer → Middle QA Engineer*

September 2013 – February 2017 • Kyiv, Ukraine

- Grew from Junior to Middle QA while delivering 2 major and 2 intermediate releases (~6-month cycles) for Sibelius — cross-platform C++/Qt desktop application for professional music notation
- Managed ~100 defects per release through the full lifecycle; conducted comprehensive regression testing across Windows, macOS, and iOS using extensive test matrices
- Played a key role in high-risk Qt framework migration testing to prevent critical issues in a loosely-coupled architecture
- Provided QA status updates to management: coverage metrics, defect trends, risks, and release readiness
- Collaborated daily with US-based teams in English within a distributed Agile environment
- Second project: FileSystem Connector for Avid MediaCentral — defined scopes, planned test approaches, mentored team members

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## **SKILLS & EXPERTISE**

<b>Leadership:</b>	Team building (3→14 people), hiring pipelines, structured interviews, performance management, mentoring, internship programs, firing decisions
<b>QA &amp; Testing:</b>	Manual testing, test strategy, regression / smoke / exploratory, mobile (iOS, Android), API testing, WebSocket, game math verification, test case management (Testmo, TestRail, Zephyr)
<b>Delivery:</b>	Release management across multiple production environments, CI/CD (TeamCity, Jenkins, GitLab), version control (Git, GitLab), environment management, deployment coordination
<b>Process:</b>	Agile / Scrum / Kanban, sprint planning, retrospectives, feature grooming, onboarding frameworks, documentation (Confluence), Jira administration
<b>Project Mgmt:</b>	End-to-end project launches, stakeholder coordination, scope definition, timeline negotiation, risk management, cross-team communication

**Domain:** iGaming (slots, social casino, sweepstakes, game provider, integrations), Sports betting (retail, terminals, cashier), Media technology

**Tools:** Jira, Confluence, Slack, Testmo, TestRail, TeamCity, Jenkins, GitLab, pgAdmin, Elasticsearch, Raygun, Chrome DevTools, Fiddler, App Center, BrowserStack, Git, SQL

**Languages:** English (professional working), Ukrainian (native), Russian (native), Spanish (beginner)

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## **EDUCATION**

**National Technical University of Ukraine (KPI)**

Kyiv, Ukraine