

PELIN DRAGOS

QA Engineer and Software Tester

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PROFESSIONAL SUMMARY

Quality assurance professional with 5+ years of experience across Funcom, EA Games and TikTok. Background in manual testing, test planning, defect tracking and QA process coordination, with most product testing experience in games. Developed an internal QA management tool using React, TypeScript, Python and PostgreSQL. Brings structured test documentation, feature ownership and experience analyzing automated test results to software testing roles.

PROFESSIONAL EXPERIENCE

QA Engineer | TikTok | Bucharest | May 2026 - Present

- Review content and AI training data against internal policies; assess and correct third-party vendor moderation outputs.
- Lead calibration meetings with internal teams and external partners to align quality standards and policy interpretation.
- Prepare vendor quality reports and KPIs, identify recurring data-labeling issues and coordinate stakeholder feedback.

Quality Assurance Engineer | Funcom | Bucharest | Sep 2022 - Nov 2025

- Owned the testing lifecycle for complex features, from test planning and execution to reporting, including inter-map travel and instance systems.
- Performed functional, regression, exploratory and performance testing to evaluate expected behavior and product stability.
- Designed and developed an internal QA management tool for resource allocation and time tracking using React, TypeScript, Python and PostgreSQL.
- Led a major Conan Exiles update testing cycle in which the team identified and documented more than 300 defects.
- Coordinated QA assignments in Agile/Scrum workflows, maintained Confluence documentation and mentored junior team members.

Quality Assurance Tester | EA Games | Bucharest | Jun 2020 - Sep 2022

- Designed and executed manual black-box test scenarios for FIFA; analyzed and interpreted automated test results.
- Maintained test cases in TestRail and documented and tracked defects in Jira.

SKILLS AND TOOLS

Testing: test planning and execution, functional, regression, exploratory, performance, black-box, client/server and mobile testing; defect reporting and tracking.

Tools: Jira, TestRail, Confluence, Postman, Git, Grafana and Prometheus.

Technical: Python, SQL (PostgreSQL), TypeScript, React, HTML/CSS; Agile/Scrum and software development lifecycle (SDLC).

CERTIFICATIONS AND EDUCATION

Cyber Security: Essentials for Governance, Risk & Compliance

Macquarie University via Coursera | Specialization completed October 4, 2026

Google Cybersecurity Professional Certificate | Google via Coursera | 2023

History | Alexandru Ioan Cuza University, Iasi | 2018

LANGUAGES

Romanian | English