

Anastasiia Babanina

QA Tech Lead, AI Quality Engineering

anastasiia.babanina@gmail.com · +48 883 152 167 · +38 050 739 89 60

Telegram: @ai_nastasia

SUMMARY

QA Tech Lead, 10+ years. Currently leading QA for **one product domain** at Playtika: 20 direct reports across four product teams, chair of the **120-person Warsaw QA Clan**. I work where deterministic QA breaks down (probabilistic outputs, agentic workflows, AI-driven systems) and ship production tooling that prevents real incidents and unblocks tight releases. Manual QA background. Through AI-assisted development I have shipped multiple production-grade QA tools end-to-end, solo, without a dev or automation team behind me.

SKILLS

QA & Testing - test strategy and pyramid design; test design across functional, GUI, regression, localization, BDD, exploratory, smoke, compatibility; API testing; release-risk analysis. Hands-on tools: JIRA, Confluence, Zephyr, TestRail, Postman, Browserstack, Charles, Chrome DevTools, Figma, SQL.

AI Quality Engineering - LLM evaluation, prompt engineering, persona contracts, adversarial testing, prompt injection, hallucination detection, agentic workflow testing, output drift monitoring. Platforms: Anthropic SDK, Claude Agent SDK, OpenAI SDK, Groq, MCP, vector stores, embeddings, RAG.

AI-assisted development - I architect, prompt-engineer, and validate code shipped via Claude Code and Cursor (no hand-written code). Stacks integrated through this workflow: Python, JavaScript / TypeScript, Node.js, FastAPI, PostgreSQL, MongoDB, Docker, CI/CD, pytest, pytest-bdd, Playwright, Jest.

EXPERIENCE

QA Tech Lead · QA Clan Leader · Playtika · Warsaw

Oct 2023 - Present (2.5+ yrs)

- Lead QA Tech for **one product domain** (four product teams): 20 direct reports; chair the **120-person Warsaw QA Clan**
- Built **Config Analysis Portal** - AI-powered validation platform for game-config Excel files. Prevents production incidents tied to misconfigured game-balance data. Multi-tier rule engine, PDF specs → BDD scenarios traceability, AI-assisted extraction and explanation
- Built **LQA Analyzer Pro** solo, end-to-end - AI-Vision localization-QA tool live in production. Enabled the Japanese locale launch in early 2026: heavy feature scope validated within a one-month window that would not have been feasible with manual LQA
- Own QA strategy, hiring, performance, resource allocation, and the annual process roadmap; drive preventive release-risk analysis across teams

- Drive adoption of AI-assisted QA across the office: tooling evaluation, pilot automation, internal enablement
- Crisis manager across four cross-functional teams: escalation triage, root-cause post-incident, delivery-flow stabilisation

Senior QA → QA Lead → QA Manager · EPAM Systems · Kharkiv

Nov 2021 - Oct 2023

- Progressed from senior contributor through team lead to QA manager on enterprise client engagements (eCommerce, B2B)
- Established the testing process from scratch: approach, entry / exit criteria, test strategy, test plan
- Functional, GUI, localization, regression, compatibility, UI, smoke testing; full Scrum cadence

Earlier - Kharkiv, 2012-2017

QA roles at Playtagon (Senior QA / QA Lead), Intersol (QA Engineer, parallel), Valant, Quickoffice (Google LLC), and SPS Commerce. Progression: Trainee → Junior → Middle → Senior / Lead.

PERSONAL PROJECT

Kai - Live, multi-tenant personal AI agent on Claude Agent SDK with full tool access and multimodal I/O (text, voice, vision). Architecture I designed and own:

- Hybrid memory stack (vector retrieval, structured capsules, moment classification) holding long-running context across sessions
- MCP sub-agent orchestration with trust-gated tool use and cross-session learning
- Custom MCP servers built on top: music analysis, video generation, image tooling, ComfyUI bridge, Remotion video pipeline
- Self-healing infrastructure: session watchdog, outbox replay, circuit breakers, health-check loops
- Handles end-to-end personal workflows autonomously: course production, social-media content, marketing strategy, video pipeline

EDUCATION

Master's Degree - Kharkiv National University of Radio Electronics, 2025

System Programming (Information Technologies / Computer Engineering)

Bachelor's Degree - V. N. Karazin Kharkiv National University, 2023

Mathematics (Mathematics and Statistics)

CERTIFICATIONS

- **ISTQB Foundation Level** - Certified Tester

LANGUAGES

Ukrainian (native) · Russian (native) · English (professional working proficiency)