# QA Automation Engineer @ La Royale Gaming Investments

contact@effitalents.com

Phone : Web :

#### **Job Summary**

Vacancy:

Deadline : Mar 02, 2025 Published : Jan 30, 2025

Employment Status: Full Time

Experience: 3 - 5 Years Salary: To be defined

Gender: Any

Career Level: Mid Level

Qualification:



# **Responsibilities:**

- Design, write, and execute **automated test scripts** to enhance software quality
- Ensure maximum **test coverage** for critical system features
- Document automated **testing procedures**, scenarios, and outcomes
- Collaborate closely with the QA Team Leader, Product Manager, Developers, Manual QA, and Product Owner to improve testing efficiency

# Requirements:

- 3+ years of experience in software development (JavaScript or similar languages)
- Proficiency in Git version control
- Familiarity with **popular IDEs** (IntelliJ, Visual Studio, etc.)
- Strong knowledge of HTTP requests and REST APIs
- Experience working in Agile environments
- · Ability to work autonomously while staying responsive to team needs
- Strong teamwork and communication skills
- Fluent in **English**

#### Nice to have:

- Academic background in Software Development
- Experience with application load, stress, or performance testing
- · Knowledge of Jest for testing
- ISTQB certification
- Experience with Linux console
- Familiarity with **UI testing tools** (Selenium, Cypress, etc.)

# The company:

Join a thriving technology hub at the forefront of innovation, offering a dynamic and collaborative work environment. As an international company expanding rapidly, we provide exciting opportunities to work on cutting-edge projects in a multicultural and inclusive team.

### Your recruiter:

Renata, Talent Acquisition Specialist @ Effitalents. Reach out for more details!

Education & Experience		
Must Have		
Educational Requirements		

## **Compensation & Other Benefits**

Lunch allowance, 25 days of paid annual leave, Team events, Health and dental insurance, Wellness benefits reimbursement, Transport allowance