In My last project, I worked on an application called Fashion For Fitness (F2X) which has both web based and IOS versions. F2X is comprehensive digital platform that enables established models as well as aspiring models to reach their goals by interacting, learning and engaging with diverse videos and reminders that helps one to be one's best self, and potentially for all people who want to have a good shape.

It was really challenging and interesting project. First of all, because team was spread all around the world: investors based in New York, developers – in Moscow, Russia and QA team – here, in California. We communicated via e-mail and Skype.

F2x was developed in Scrum framework. Therefore the schedule of the Project was quite aggressive. Since we had a 1 week sprint we used to get the build every week. Participated in daily stand up meeting to identify the bottlenecks and synchronize with team activities.

I joined to the project in early development stage so there were a lot of bugs and it was really important to find them as soon as possible.

The documentation was poor so I started with exploratory testing to understand how the application works, how easy to navigate, what the main components are. The application was complex, complicated, and had a lot of modules

Having new build I always started from build acceptance testing to make sure that build was stable and ready for testing, then I checked what was fixed and after this I executed regression testing.

In this project I was assigned to test the Payment module (it can be any other component), which was a complex module because many modes of payment were allowed in the application.

I wrote test cases based on requirements, executed positive, negative, functional, non-functional, boundary, cross-browser and cross-platform testing and reported bugs. I used techniques like Boundary value analysis and equivalence partitioning.

I also ran usability testing to make sure UI results in good user experience and homepage of the F2X is intuitive for a new user and also did compatibility testing to make sure application looks, behaves and responds the same in all supported browsers like Safari, Firefox, and Chrome.

I also ran manual regression testing, and of course I automated test case from my module for the regression testing using Selenium.

Though I was concentrating my testing more on web application, partially did mobile testing. The application also has iOS version. It was important to test synchronization of application on different platforms (web and mobile versions). So I installed the mobile version on my phone via Test Flight because it still was development stage and tested it.

I reported all defects into Bugzilla bug tracking system and tracked them. When defects were fixed, I retested them; if they were fixed I closed them, if not – reopened.