**SHIVANAND S PATIL**

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**Objective:-**

  To achieve excellence in testing technologies and use my skills to the utmost benefit of the organization

**Professional Summary:-**

* **Testing Mobile applications across platforms.**
* **Owning newly integrated features and writing the Test Cases/Plan after fully understanding the feature behavior and presenting the same to Developers, Designers and Product managers for reviewing with feedbacks as per end user view point.**
* **Having knowledge of Fiddler to catch sessions, Event tracking on Web browser games, GameBench and Manual Testing.**
* Excellent knowledge of Software Development Life Cycle, Software Testing Life Cycle and Bug Life Cycle.
* **Good in Smoke Testing, Functional Testing, Integration Testing, End-to-End Testing, Ad-hoc Testing, Performance Testing, Localization Testing, Exploratory Testing, Compatibility Testing for H/W & S/W and IAP Testing, Update testing.**
* Reporting the issues with required attachments (i.e Video, Log and screenshots) in bug tracking software such Jira/Mantis/Trello/Bitbucket, Bug Tracking and Analysis.
* Coordinating with development team & client for defect analysis, documenting and communicating test results.
* Creating test script, test case, test suite and test plan for new features of game and communicating Developers, Designers and Product managers for reviewing.
* **End-to-End Regression Testing, Exploratory Testing** and **Compatibility Testing** for New Builds.
* **Ads testing** for point cuts rewards and banners, **Update testing** to check user data is carries in to next version of Mobile App/Website.
* **Modifying the Test cases as per new changes to the design Document.**

**Professional Experience:-**

* Worked with “Midbrains Technologies” and working experience, as software test engineer from September 2016 to March 2017.
* Worked as QA test engineer with “Game Cloud Technologies Pvt Ltd.” from July 2017 to Nov 2018.
* Worked as Game tester with “Qualitas Global Services LLP.” from Jan 2019 to Till Nov 2019.
* Ex-Ubisoft employee, worked as a Game Tester with Ubisoft Pune.
* Currently working as a **Sr. Test Engineer** at Indium Software Pvt Ltd.

**Education: -**

* Bachelor of Engineering (BE) with specialization in Information Science and Engineering (ISE) from VTU University.

**Technical Skills:-**

|  |  |
| --- | --- |
| **Testing Tool** | Fiddler, Jenkins, GameBench, Hockey App FPS tools. |
| **Test Management Tool** | Jira, Test Rail, Bitbucket, Trello, Mantis, Confluence. |
| **Platforms** | Windows, iOS, Android, Amazon. |

**Project Details**

***Project 1 :-***

**Project Name : Game Bench (iOS and Android Performance tool)**

**Role : Sr. Game Tester**

**Team Size : 6.**

**Description**:

GameBench tools enable QA to quickly and easily spot performance issues on iOS & Android, and benchmark using the most accurate cross-platform tool.

To identify performance bottlenecks while running a Game/Application across iOS & Android, performance metrics like frame rate, CPU, GPU, Memory or Network usage, Battery consumption details can be recorded as sessions for every point in time.

**Roles and Responsibilities:**

* Executing functional and integration test cases.
* Performing Platform specific tests.
* Client communication.

***Other Projects :-***

* Sports Games like Cricket, Table Tennis.
* Board Games.
* Browser Games.
* Infotainment Games.
* Educational Games.
* DLC testing with Localization for Windows PC (32-Bit, 64-Bit).

***Project 2 :-***

**Project Name :  Laxmi Engineering Works (Android Mobile application).**

**Role : Junior Test Engineer and Quality Analyst**

**Team Size : 4**

**Description**:

                 A typical Android app designed for a smartphone or a tablet PC running on the Android OS,

Laxmi Engineering Works, is one of the prominent names engaged in manufacturing, exporting and supplying a wide range of Metal cutting machines and butt welding machines.

**Roles and Responsibilities:**

* Preparation of Test Cases and execution for UAT testing and End to End testing.
* Done End to End business scenario testing for Sales,  Billing and Quality Assurance
* Providing a Daily status report.

***Project 3 :-***

**Project Name   :  smanagement.somee.com (Web application).**

**Role :  Junior Test Engineer and Quality Analyst**

**Team Size :  4**

**Description**:

                    A web application of JSPM group of institutes, which is one of the best engineering colleges in Pune, JSPM provides right curriculum and innovative teaching methodologies to all its campuses, At JSPM there is a series of vibrant education and leadership strategies for gaining unbeatable competitive advantage from countrywide experts for a matchless growth beyond the ordinary.

**Roles and Responsibilities:**

* Preparation of Test Plan Document, Test Case Design Techniques and Preparation of Test Cases.
* Involve in Functional testing and Regression testing.
* Responsible for selecting test cases for regression suit which are feasible to automate for regression testing and automation.
* Providing a Daily/Weekly/ status report.

***Project 4 :-***

**Project Name   :  Avakin life (Android game application).**

**Role :  Game tester (end to end game testing).**

**Team Size :  6**

**Description**:

          ‘Avakin life’ is a game available on different platforms like Google play store, Amazon and iOS. The game/application is mainly based on virtual reality connected to social network. Meet new people and make new friends chat with them using in app messaging feature. The main features of the game is how a user wishes to be in the real world, the user can make new friends around the globe, chat with active friends, visit various social spots, buy apartments, visit friends apartment, etc.

**Roles and Responsibilities:**

* Performing daily live checks.
* Involve in Functional testing, client-Regression testing and IAP testing.
* Preparation of bug reports.
* Daily Retail product testing.
* Communicating with client for queries and suggestions related to issues found during the game play.
* Preparation and submission of Daily status report.

***Project 5 :-***

**Project Name   :  House Of Fun (Android, iOS, Windows and WEB game application).**

**Role :  Game tester (end to end game testing).**

**Team Size :  6.**

**Description**:

      House of fun (HOF) is a game application available on various platforms like Google play store, App store, etc. House of fun is casino slot game, giving the user a feeling of playing casino like game experience, contains more than 100 slots to play with different features for every slot. New slots are opened to play when the user levels up by playing the game.

**Roles and Responsibilities:**

* Planning for the execution of Task assigned on daily basis.
* Performing daily live checks and Live monitoring the game based on Tests cases.
* Ads testing on different pointcuts including banner Ads across all platforms.
* Performing Smoke testing, Exploratory testing, Sanity testing.
* Involve in Functional testing and client-Regression testing.
* Preparation of bug reports.
* Communicating with client for queries and suggestions related to issues found during the game play.
* Preparation and submission of Daily status report.

**Personal Details:-**

**Name: Shivanand S Patil**

**Nationality: Indian.**

**Languages: English, Hindi, Kannada, Telugu, Marathi.**

I hereby declare that the abovementioned information is correct up to my knowledge and I bear the responsibility for the correctness of the abovementioned particulars.

**Place :                                                                                                          (Shivanand S Patil)**