ASHOK S

SENIOR GAME TESTER

SUMMARY

A passionate and experienced Game Tester with a demonstrated history of working in the Gaming industry. My knowledge and experience make me a very good candidate for the job as well as willing to learn new things and be part of a team that dynamically works towards the growth of the organization.

WORK EXPERIENCE

Senior Game Tester

SentientGaming | March 2016 - present

- Tested new Games for bugs pre-production as a final testing phase.
- Worked under deadlines and worked as an active team member and was willing to accept responsibilities.
- Worked, and supported the development team to find bugs and investigation issues for potential fixes.
- Wrote technical reports and submitted them.
- Execute and analyze manual performance tests for new features and systems
- Familiarity with the basic functions of tools and Softwares
- Experience in preparing Weekly status reports and Daily status reports
- Involved in providing Training/Support for freshers

TOOLS AND TECHNOLOGY

- **Skills:** Agile Methodology, SDLC, and Testing tools
- **Emulator Testing:** Games and Application
- **Defect Tracking Tools:** Jira, Unfuddle, Mantis, Asana, and Sifter
- **Testing Management tools:** Zulip, Slack, TestRail
- **Testing Tools:** Charles, Game Bench, Vysor, T-Plan, Apptium, Xbox Manager, and PS4 Neighbourhood.
- **Operating System:** Windows family and MacOS
- Office Suits and Video Recording/Editing Softwares
- **Platforms Worked:** Mobile, PC, and Console

EDUCATIONAL HISTORY

Anna University, Chennai

Shri Andal Alagar College of Engg | Jun 2011 - Mar 2015

CONTACTS

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LANGUAGES KNOWN

- English ● ● ● ● ●
- Tamil ● ● ● ● ●
- Telugu ● ● ● ○ ○

AWARDS RECEIVED

Outstanding Employee of the Year (2019 and 2020)

ROLES AND RESPONSIBILITIES

- Passion for Video Games (Thorough knowledge of video game genres and different factors that drive gaming experiences).
- Good understanding of / experience with modern gaming consoles and associated software.
- Experience with PC, Mobile (iOS and Android), and console testing.
- Maintain good communications and productive collaboration with several teams.
- Test different versions of the game including PC and console versions if available.
- Report any error codes that may pop up and report them to bug tracking software.
- Proof any other documentation with the game including manuals, instructions, and other booklets.
- Isolated and identified bugs and how they occurred within the gaming environment.
- Experience working in a team of at least 10 people, using an Agile environment.
- Tests games, spots any irregularities and communicates his/her observations to the production teams so that they can improve the quality of the product.
- Support the development team in a deeper investigation of issues reported and of potential fixes.
- Knowledge of computer architecture, memory, systems, and power management.
- Write clear technical reports on findings and communicate status to the wider team.
- Follow priorities given by QA Lead to ensure current team-wide goals are met
- Verify fixes made and co-operate in the production of build/release notes

SKILLS

- Passion for Gaming.
- Exceptional communications skills (oral, written, and listening).
- Advanced understanding of Game Dynamics and its mechanics, Sandbox explorations, Sidequests, and hidden levels.
- Ability to focus for long Periods.
- Excellent mentoring and leadership skills.
- Highly Creative and Analytical.
- Providing Training/Support for freshers.

PROJECT #1

Title: Immortals, Injustice Gods among Us, Mortal Kombat X, and Injustice 2

Client: Warner Bros. the USA

Duration: December 2015 till date

Description: Build an epic roster of DC heroes and villains and get ready for battle. It is a free-to-play collectible card game where you build a roster of characters, moves, powers, and Gear. Touch-based 3 on 3 action combat

Platform: Mobile (Android and iOS)

Role: Game QA

Technology and Tools: Jira and Android Studio tool

Testing Type: Functionality, Compatibility, Localization, Beta and Regression

Team Size: 8+1

PROJECT #2

Title: Ninja Go Wu Cru, and Super Heroes

Client: Lego, Denmark

Duration: December 2015 to June 2017

Description: In LEGO Ninjago: Shadow of Ronin, it is up to players to help the Ninjas regain their memories and reclaim their powers before Ronin completes his plan and releases an even greater evil on Ninjago. Players will battle through iconic locales from the TV series.

Platform: Mobile (Android and iOS)

Role: Game QA

Technology and Tools: Unfuddle and Android Studio tool

Testing Type: Functionality, Compatibility, Localization, Beta and Regression

Team Size: 4+1

PROJECT #3

Title: Krystopia: A Puzzle Journey and Krystopia: Nova's Journey

Client: Antler Interactive

Platform: Mobile (Android and iOS) and PC (Windows: Steam)

Duration: January 2020 till date

Description: Follow Nova Dune, a space explorer in her quest to find out about the unfamiliar distress signal she received aboard her ship. Solve puzzles and unwrap the mystery that lies in the beautiful universe of Krystopia.

Role: Senior Game Tester

Technology and Tools: Unfuddle, Asana, Bandi cam, and Android Studio tool

Testing Type: Functionality, Compatibility, Localization, Beta and Regression

Team Size: 4+1

PROJECT #4

Title: Gods Unchained

Client: Fuel Games. Sydney, Australia

Platform: PC (Windows and Mac)

Duration: August 2018 to February 2019

Description: A turn-based trading card game backed up by Etherium blockchain. Gods Unchained is a decentralized competitive card game. The cards are bought and sold as non-fungible tokens (NFT) on the Ethereum Blockchain's game.

Role: Game QA

Technology and Tools: Sifter, and Bandi cam

Testing Type: Functionality, Compatibility, Beta, and Regression

Team Size: 4+1

PROJECT #5

Title: MK11 Ultimate

Client: Warner Bros. the USA

Platform: Console (PS4 Slim, Pro, and Xbox One X, S)

Duration: March 2020 to March 2021

Description: The definitive MK11 experience! Take control of Earthrealm's protectors in the game's 2 critically acclaimed, time-bending Story Campaigns as they race to stop Kronika from rewinding time and rebooting history.

- 4K Dynamic Resolution
- Cross-Platform/Cross-Gen Compatibility

Role: Senior Game Tester

Technology and Tools: Jira, Xbox manager, and PS4 Neighborhood

Testing Type: Functionality, Compliance, Compatibility, Beta, and Regression

Team Size: 10+1

PROJECT #6

Title: Animal Doctor

Client: Toplitz Productions

Platform: Console (Xbox One X, S)

Duration: August 2018 to February 2019

Description: Make your dreams come true with Animal Doctor! Would you like to spend your life caring for animals? With Animal Doctor, you will be surrounded by animal friends and pets. Look after creatures large and small while you train as an intern at an animal doctor!

Role: Senior Game Tester

Technology and Tools: Mantis, and Xbox manager

Testing Type: Functionality, Compliance, Compatibility, Localization, and Regression

Team Size: 4+1

PROJECT #7

Title: Metro Simulator

Client: Toplitz Productions

Platform: Console (PS4 Slim, Pro)

Duration: April 2021 till June 2021

Description: Metro Simulator - You are the train operator and thousands of people rely on you every day on their way to work or home. Take this unique chance to experience Moscow's subway systems. You control the train just like in real life: accelerate, brake, open doors, Switch cameras, set car functions, and many other tasks!

Role: Senior Game Tester

Technology and Tools: Mantis, and PS4 Neighborhood

Testing Type: Compliance, Compatibility, and Regression

Team Size: 1+1

PROJECT #8

Title: Bus Simulator 21

Client: Astragon Entertainment

Platform: Console (PS4 Slim, Pro and Xbox X, S)

Duration: February 2021 to March 2021

Description: Experience the daily life of a bus driver in two open-world cities either in the USA or Europe. In addition to the California map, the game will have a revised "Seaside Valley" map from its predecessor Bus Simulator 18.

Role: Senior Game Tester

Technology and Tools: Unfuddle, Xbox manager, and PS4 Neighborhood

Testing Type: Compliance, Compatibility, and Regression

Team Size: 4+1

PROJECT #9

Title: Homeworld (Mobile)

Client: Gearbox Software

Duration: August 2020 till date

Description: A real-time strategy video game development. Set in space, the Scifi game follows the Kushan exiles of the planet Kharak after their home planet is destroyed by the taiiden empire in retaliation for developing hyperspace jump. The player's fleet carries over between levels and can travel in fully 3-D space within each level rather than being limited to a 2D plane.

Platform: Mobile (Android and iOS)

Role: Senior Game Tester

Technology and Tools: Jira, Testflight, Android Studio tool, and Apple Config 2

Testing Type: Functionality, Compatibility, and Regression

Team Size: 8+1

PROJECT #10

Title: Medieval Dynasty, Cattle and Crops, and Lumberjack's Dynasty

Client: Toplitz Productions

Platform: PC (Windows: Steam)

Duration: August 2020 to February 2021

Description:

Medieval Dynasty: Hunt, survive, build and lead in the harsh Middle Ages: Create your own Medieval Dynasty and ensure its long-lasting prosperity or die trying!

Cattle and Crops: Takes you out into the countryside and impresses with its depth and attention to detail! Experience how exciting the profession of a farmer

Lumberjack's Dynasty: A unique life simulation where you are a lumberjack building up a business and founding a lasting dynasty for generations to come.

Role: Senior Game Tester

Technology and Tools: Mantis, and Bandicam

Testing Type: Functionality, Compatibility, Localization, Beta and Regression

Team Size: 6+1

DECLARATION

I hereby declare that all the above-provided statements are true and complete to the best of my knowledge and belief.

DATE: **ASHOK S**