

# MUSHFIQUE MOMIN

## Senior QA – Electronic Arts

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### Objective

Driven Senior QA with a passion for Gaming and Quality. Seeking an opportunity to leverage and learn Project Management skills while contributing my application development expertise. Driven to continuously improve within a supportive environment that fosters team leadership and technical growth.

### Employment History

- ❖ **Electronic Arts – Senior QA Tester** ----- SEPTEMBER 2023 - CURRENTLY EMPLOYED  
Hyderabad, Telangana  
CONTRACT – Manpower Group Services Payroll
  - Managed daily tasks and provided updates for test case coverage within the HUT Pod, ensuring comprehensive testing under the Pod Lead's guidance.
  - Facilitated onboarding of new team members by building their technical knowledge, game design understanding, and communication skills within the Hyderabad team and with Vancouver.
  - Enhanced team efficiency by generating daily test coverage reports and distributing them to designated channels and QV leads by end of day.
  - Promoted effective problem-solving by identifying discrepancies in bug reports, providing additional information to team members, and proactively addressing potential issues.
  - Promoted team collaboration by proposing solutions to Quality Designers and Vancouver teams, and actively participating in daily sync-ups to resolve challenges.
  - Streamlined communication by creating detailed query and bug questionnaire sheets that improved information exchange during the project's Alpha phase.
- ❖ **Pole To Win – Senior Test Engineer** ----- JUNE 2022 – SEPTEMBER 2023  
Bengaluru, Karnataka
  - Working alongside GQA and clients to ensure the quality of the applications is at their best by reporting and clearing defects and maintaining user feedback and reports.
  - Managing the test team's progress, assigning daily tasks
  - Supporting Lead and ATL on necessary tasks and features.
  - Providing feedback and reports to the team and client for the features.
  - Daily tasks – Scrum meets, Sanity and Smoke tests, Regression and Feature tests, and EOD Reports.
  - Responsible for various Features, Events, and Client Releases.
  - Supporting Dev Requests and Assistance on any specific needs by production teams.
  - Maintaining a good relationship with the client
- ❖ **Ubisoft – Jr Game Tester/QC** ----- JUNE 2020 – 2022  
Pune, Maharashtra
  - As a QA/QC Tester at Ubisoft India, I have worked on their AAA title Project (*Tom Clancy Elite Squad*) for Mobile Platforms Android & iOS from the project launch till its sunset. Supporting major milestones of the project promptly and giving regular updates on assigned features as POC and live user feedback.
  - I have also worked as a Functionality Tester for Project - *UNO* for PS4 support majorly and collaborated with platform teams such as PC, Google Stadia, Xbox & Nintendo within UNO to identify and report all defects.

- Here as a senior for the test team my main tasks included - Creating, planning, and executing test suites, regression testing, coordinating within the functionality team of all different platforms and other teams for networks and compliance tests, and all defect-related information to the production teams. Creating and sharing daily status reports summarizing the status of current tasks completed and the upcoming task or any remaining backlogs and creating a strong team network with all projects related work.
- I am deeply passionate about the work I do, but even more so I'm devoted to cultivating a friendly, positive, and efficient team environment for everyone.
- Here are just a few of the technical skills I bring to the table:-
  - Tools worked on: JIRA - Atlassian, DDMS monitor, ADB, Neighbourhood for PS4, iTunes, Testrail, Flare, Houston Control Center, MS Office Tools, Google Office Tools
  - Test Planning and Creations via Testrail, Smoke Test Executions, Sanity Tests, Retesting, and Identify Risk around validation.
- Apart from this I've also taken responsibility for onboarding new members and providing them with basic training and mentorships.

## Projects

### Ubisoft - Tom Clancy Elite Squad Mobile (Mobile Platform - Android/iOS)

- Worldwide Release: Aug 2020 to Shutdown Oct 2021 | Ubisoft Owilient
- Role: **Junior Game Tester** (Team of 23)
- Trained as QA/QC for the AAA title from Ubisoft Pune in collaboration with Ubisoft Owilient, TCES, a Free-to-Play game which gained over a million downloads.
- Worked on the major release of the Feature as a POC tester for Arena and other features as a secondary tester.
- Daily tasks included defect reporting, preparing new implementations/features for testing, participating in Daily Scrum and Dev calls, performing smoke tests, and creating test plans and documentation.
- Utilized Official/Unofficial Discord channels & Quora for checking CS issue reports, providing solutions/troubleshooting to the Live support team, and sending daily status reports.
- Used tools such as Atlassian Jira, Confluence, Testrail, Flare, DDMS Monitor, ADB, AppsFlyer, Android Studio, and Google/Microsoft Office Suites.

### Ubisoft - UNO Farcry 6 & Uno Valhalla DLC (Platforms - PS4/Windows/Stadia, Uno Playlink Mobile)

- Worldwide Release: Aug 2016 to Ongoing | Ubisoft Chengdu
- Role: **Tester** (Team of 21)
- Tested the renowned title UNO from Ubisoft with a team consisting of a QA Lead and junior members.
- Mentored and onboarded nine team members, ensuring their optimal performance in a work-from-home environment.
- Acted as the primary POC for the PS4 platform, coordinating with Ubisoft Chengdu developers for feature health status, test progress updates, bug reviews, and details.
- Daily tasks included participating in Daily Scrum, providing feature health updates, performing smoke tests, unit tests, regression suites, and retesting, reporting defects, tracking Jira dashboards, and updating Daily Kanban Boards.
- Creating test plans in Testrail with new DLC Specifications and Documentation and getting them verified by production and QA Managers.

- Taking Status updates from all platforms and collating the data into Team Daily Reports for Lead and Production.
- Used tools such as Neighbourhood for PS4, Atlassian Jira, Confluence, Testrail, iMazing, 3uTools, Android Studio, Jenkins, and Google/Microsoft Office Suites.

### **Pole to Win - Farmville 2: Country Escape** **(Platform - Android/iOS/Windows)**

- Worldwide Release: April 2014 to Ongoing | Zynga
- Role: **Senior Test Engineer** (Team of 27)
- Working as a Senior Test Engineer for a renowned title from Zynga with a team of 27 members.
- Currently responsible as POC the Events and Features, sharing test costings, and assisting in production updates and planning.
- Optimizing resource utilization and maximizing team efficiency are key priorities in my role, actively working towards ensuring that Test Engineer are performing their tasks with optimal resource. By strategically assigning tasks, prioritizing workloads.
- Daily tasks include participating in daily scrums with the QA team and production, performing sanity tests, regression suites, reporting defects, and keeping track and updates of Kanban boards task and daily reports by the end of the day.
- Creating test cases covering various functional and UI scenarios, including positive, negative, and edge cases following the client formats. Additionally, I actively collaborated with production teams, engaging in brainstorming sessions to enhance the game and incorporate innovative features.
- Supporting the Localization and CS teams with feature-related queries.
- Used tools such as Atlassian Jira, 3uTools, Android Studio, Jenkins, Charles log, and Google/Microsoft Office Suites.

### **Electronic Arts - NHL 24** **(Platforms - PS5/PS4/XB1)**

- Worldwide Release: Oct 6th, 2023 | EA Vancouver
- Role: **Senior QA Tester** (Team of 34)
- Working as a Senior QA Tester for a Canadian title sport simulation game from EA Vancouver with a team of 34 members in Hyderabad Studio.
- Currently supporting majorly on HUT Pod for the post-release Patches and Features stability of the game, also assisting in production updates and other team requirements

### **Education**

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|-------------|--|
| 2020 - 2022 | <b>Siddhant Institute of Computer Applications Pune (Pune University)</b><br>Master in Business Administration (Computer Applications)<br>FIRST CLASS with distinction |
| 2017 - 2020 | <b>Ness Wadia College of Commerce Pune (Pune University)</b><br>Bachelor of Business Administration (Computer Application)<br>FIRST CLASS                              |

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|-------------|--|
| 2015 - 2017 | Dr. DY Patil Junior College of Arts, Commerce and Science<br>HSC<br>53.85% |
| 2014 - 2015 | New Millennium English Medium School<br>SSC<br>66.40%                      |

### Skills

- Atlassian – Jira/JaaS, Confluence
- Neighbourhood for PS4
- Target Manager for PS5
- Xbox Manager GDK
- MS-Office
- Google Office Tools
- Smoke Testing
- Regression Testing
- Testrail
- Jenkins
- 3uTools
- Flare
- DDMS Monitor
- ADB
- iMazing
- Test Planning
- Test Suite Creation
- Mentorships and Onboarding
- Shift (Build Request Setup)

### Certifications

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| 2021 | - Jira User Apprentice Training                |
| 2019 | - Introduction to Programming Using JavaScript |

### Interests and Hobbies

- Daily Workouts (Bodybuilding, Powerlifting)
- Playing Video Games
- Weekend Bike Rides
- Gardening