**GAIKWAD SANDIP ANKUSH Email:** gaikwadsandip778[@gmail.com](mailto:gaikwadsandip778@gmail.com)

**Mobile** **No:** +91- 7972015532  
LinkedIn: <https://www.linkedin.com/in/sandip-gaikwad-32a88b1ba>

**Objective**

To pursue a career in an esteemed organization holding a responsible position to enhance

my knowledge, skills and reach peak in the field of interest with determination, dedication,

hard work and new ideas.

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| **Work Experience** |

* Working as ‘QA Tester’ at DECA Games since January 2022. (11-Jan-2022 to till date)
* Worked as ‘Game Tester’ at Ubisoft India Studios from August 2019 to January 2022. (Total experience of 4.8 years)
* Experience of working on AAA project.
* Hands-on experience Test Execution, Test Result Analysis and Defect logging

and Tracking.

* Knowledge of Jira, Test rail. JENKINS, Confluence
* Experience of testing on mobile devices of different OS (iOS, Android)
* Hands on experience of Smoke testing, Functionality testing, Regression testing, Adhoc testing, Verification testing.
* Test Management Tools: **TestRail, Jira, Confluence**
* Hands on experience on Bug tracking tool – **JIRA**
* Individual contribution in all phases of Defect life cycle.
* Proficiency in software testing methodologies including Functional, Regression and Smoke testing of applications.
* Work closely with developers to understand product requirements, technology, and user feedback.
* Experienced with testing of standalone products along with **TestRail** execution.

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| **PROJECTS** |

* **Project in Ubisoft:** **Skull and Bones**

**Platforms:** PC(Steam), Xbox, PS4

**Role and Responsibilities:**

* Involved in Standard, Functional, Smoke and Regression Testing.
* Creating local server for daily testing.
* Maintaining crash tracker and session tracker.
* Sending the difference between smoke test of two studios through mail.
* Maintaining downtime tracker.
* Performing QC task as requested from different studio.
* Involved in tracking and reporting the defects.
* Involved in updating and executing the checklist.
* Report defects on **‘JIRA’** defect tracking tool.
* Analysed application failures, made them reproducible and reported bugs.
* Participated in regular QC Team meetings and discussions.
* Interact with clients and discussed technical problems, Bugs Tracking and
* Generating Reports.
* Reporting the Regular status in a timely manner.  
    
    
  **Project in DECA GAMES: KILL SHOT BRAVO  
  Platforms:** Android, iOS and Amazon  
   **Role and Responsibilities:**
* Work as a project ‘POC’
* Involved in Standard, Functional, Smoke and Regression Testing.
* Creating local server for daily testing.
* Creating verification document for every release.
* Test IAP for Android and Amazon.
* Create test cases for different features of the game.
* Reproduce issues requested by CSPEX team and report them in JIRA.
* Interact with GM’s/DEV’s and discuss different issues regarding game.
* Participated in regular QC Team meetings and discussions.
* Prepare and send daily and weekly report about the project.
* Make sure that assigned task is completed within given time.
* Assign different features to the team members for testing.
* Complete verification before every release.
* Complete prod checks after the build is live.

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| **PROFESSIONAL TRAINING** |

Undergoing ​ Software Testing ​ Training in ​ Qspiders ​ Pune.

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| **IT PROFICIENCY** |

* **Manual Testing​**:
  + Proficiency in ​**Software Testing​**.
  + Strong knowledge of ​**SDLC​**and ​**STLC​**.
  + Very good knowledge in ​**Smoke​**, ​**Functional​**,​**Integration, System Testing​**.
  + Good knowledge on ​**Writing​**, ​**Executing​**and ​**Reviewing of Test case​**.
* **Games played:**
  + Mobile games

1) Clash royale

2) Clash of clans

3) Asphalt 8

4) Modern Combat 5

5) Marvel future fight

6) Subway surfers

7) LUDO

8) Kill shot bravo

* + PC games-

1. GTA 5
2. FIFA 2019
3. Prince of Persia: The Forgotten Sands
4. Horizon zero dawn
5. CS: GO
6. MK 11
7. God of War
8. Sekiro
9. Marvel’s Spiderman
10. KENA: Bridge of spirits
11. Star Wars JDI: Fallen order

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| **SKILLS** |

* Good oral and writing skills
* Basic knowledge of computer (Microsoft word, Power point and Excel).
* Analytical and detail oriented.
* Well organized, innovative and autonomous.
* Focused on continuous improvement.
* Highly motivated and quick learner.
* Positive and “can-do” attitude.
* Good organization and time management skill.

**Educational Details**

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| 1. **Exam Passed** | 1. **School/College** | 1. **Board/** 2. **University** | 1. **Year of Passing** | 1. **%** | 1. **Division** |
| 1. B.E 2. (Mech.) | 1. JSPM’s Imperial College of Engineering, Wagholi, Pune | Savitribai Phule Pune University | 1. 2013-2016 | 62.46 | First |
| Diploma | Satara Polytechnic, Satara. | MSBTE, Mumbai | 2009-2013 | 73.67 | First |
| H.S.C | Rajendra Junior College, Khandala | Maharashtra Board/ Kolhapur Divisional Board | 2007-2009 | 51.33 | Second |
| S. S. C | Shri Shivaji Vidyalaya, Surur. | Maharashtra Board/ Kolhapur Divisional Board | 2006-2007 | 71.84 | Distinction |

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| **PERSONAL TRAITS** |

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| **Name** | **Gaikwad Sandip Ankush** |
| **Date of Birth** | 28th June 1992 |
| **Permanent Address** | A/P-Surur, Tal-Wai, Dist-Satara, Maharashtra-415517 |
| **Nationality** | Indian |
| **Languages** | English, Marathi, Hindi. |
| **Gender** | Male |
| **Marital Status** | Married |
| **Mothers Name** | Gaikwad Chhaya Ankush |

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| **As a member of organization, I can provide** |

* Maturity, honesty, ability to look at great challenges as great opportunities.
* Enthusiastically hard work in a highly interdisciplinary and collaborative environment.

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| **DECLARATION** |

All the information given above is true and correct to the best of my knowledge.

**Place:**  **Sandip Ankush Gaikwad**