Dayananda S. P.

Senior Game Tester

Profile

Dedicated Game Tester with over a decade of experience aiding developers in broadening their audience base through profound understanding of gamer preferences and desires. Proficient in offering comprehensive functional and statistical feedback, alongside subjective and constructive criticism. Eager to leverage extensive gaming background to assist in crafting technically robust and immensely enjoyable titles.

Employment History

Senior Game Tester at 99Games, Udupi
December 2012 — April 2024

- Led a team of 8 to 10 QA specialists in the timely delivery of game update releases,maintaining a defect resolution rate of 95% before product launch.
- Standardized bug reporting methods for better communication between QA and development teams.
- Promoted quality assurance best practices within the team, fostering a culture of continuous improvement among fellow testers.
- Ensure Beta Testing within the organization to collect end-user feedback.
- Mentored junior team members, fostering growth and enhancing team performance.
- Aided in maintaining accurate release notes by documenting resolved issues,known problems, and completed tasks during each development cycle.
- Ensured compatibility across multiple platforms by testing product on various devices, operating systems, and configurations.

Quality Control Engineer at Robosoft technologies, Udupi
August 2010 — December 2012

- Execute test cases & test plans created and analyze/update test results.
- Report encountered bugs in the bug database in accordance with all requirements and pre-defined standards.
- Perform Functionality, Regression, Sanity and Smoke testing. Complete assigned tasks with the expected level of Quality in a given time.
- Keep a track of issues reported and update them accordingly to any changes.
- Compatibility testing across multiple devices.

Details

Davanagere
India
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dayanandasp88@gmail.com

Nationality
Indian

Links

linkedin

Skills

Quality Assurance

Bug Reporting

App Store (IOS)

Team Leadership

Test Planning

JIRA

Resource Management

Manual Testing

Software Testing

Test Planning

Management

Quality Control

Android (Operating System)

Agile Software Development

API Testing

Usability Testing

Game/App Performance Testing

Games Testing

Mobile Applications Testing

◈ Education

Bachelor of Engineering (E & C)), Visvesvaraya Technological University (VTU), Davanagere

July 2007 — July 2010

Diploma, Bapuji Polytechnic, Davanagere

May 2005 — May 2007

- Class Second Topper with aggregate of 83%.
- Best Outgoing Student.

★ Projects

Star Chef 2 Restaurant Game, Star Chef, Dhoom:3 The Game, Game Gully, Fan: The Game, Dream Star and Winemaker Extraordinaire.

Responsibilities include supervising a small team, scheduling tests and making sure project deadlines are met, assisting in project planning and management, maintaining communication between different QA and Development teams on the same project, providing daily reports on a project's status, providing assistance and explanation on various testing procedures. Creating project specific test cases based on the supported features, game mechanics, amount and type of content featured in the application and various checklists.

Paytm, ESPNCricinfo and NDTV.

Involved in Requirements Collection, preparation of Test plans, Test suites, Integration testing, Functional testing, Ad hoc testing and Test case execution.

Tools

- Xcode
- Android Studio
- Jira
- Instruments
- Activity Monitor
- Postman
- Browser Stack

Languages

English

Hindi

Kannada