SANJAY PATIL

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WORK EXPERIENCE (4.7 Years)

Globalstep Services Pvt Ltd   **Pune, India**
Senior Test Engineer / Acting QA Lead   *August 2021 - Present*

- Led team size up to 30 testers for PC, PS4, PS5, Xbox, Xbox Series and Nintendo Switch platforms.
- Acted as a Lead for the AAA title 'Marvel's Guardians of the Galaxy' from its Pre-Alpha to Master Candidate phase.
- Trained & mentored junior testers & gave real-time feedback for motivating & improving productivity.
- Conducted training for junior testers for their professional development and knowledge enhancement which further helped in efficient bug finding and prioritizing tasks efficiently.
- Delivered ~ 150-200 bugs and 900-1k regressions on an average per day with a team size of 15-20 testers.
- Guided my peers to use database filters and dashboards to efficiently create daily reports which further resulted in saving their 30 Minutes to 1 Hour daily required for drafting reports.
- Planned and performed daily testing routines of game functionality and usability on multiple platforms.
- Reviewed, examined, & revised reported issues to ensure accurate & detailed bug reporting in database.
- Created and maintained testing routines and documentation and created test plans.
- Maintained a clear and up-to-date bug and feature database.
- Collaborated with the development team to iterate on game features and discover product improvements.
- Provided game feedback for product improvements from the end user's perspective.
- Coordinated with developers via e-mails, Sync Calls, Slack, Microsoft Teams, and Discord chats.
- Created and presented reports like Daily Status Reports, Weekly Reports, and Task Completion reports using Microsoft Outlook.

Globalstep Services Pvt Ltd   **Pune, India**
Game Test Engineer   *Oct 2019 - August 2021*

- Performed Functionality testing, Smoke testing, Soak testing, Network Testing, and regression testing.
- Performed testing on PC, PS4, PS5, Xbox, Xbox Series, Nintendo Switch and Mobile platforms.
- Reported 10-15 bugs per day and regressed 70-100 bug fixes on average.
- Reported and updated bugs over JIRA, Mantis, Bonsai, Redmine & and Click Up bug tracking databases.
- Wrote an average of 35-40 test cases per hour and executed 200-300 test cases per day.

TECHNICAL SKILLS

- **Tools**: JIRA, Testrail, Confluence, Mantis, Bonsai, Clickup, Redmine, Microsoft Office
- **Programming Languages:** SQL Python, HTML/CSS, Javascript,
- **Game Platforms:** PS4, PS5, Xbox, Xbox Series, Nintendo Switch, PC – Steam/Epic/Windows Store/GOG

EDUCATION

- **Bachelor of Engineering in Computer Science**   T.E. SGPA – 8.48/10
  Savitribai Phule Pune University   *2021 - June 2024 (*Expected)
- **Diploma in Information Technology**   68.23%
  Government Polytechnic Pune   *2016-2019*
- **Higher Secondary Education (H.S.C/Class 12)**   57.23%
  G.S. Moze Junior College, Pune   *2015-2016*
- **Secondary School Certificate (S.S.C/Class 10)**   90.40%
  Amogasiddha Prashala Koravali, Solapur   *2013-2014*

PROJECTS

- Android Application for Franchise Management System
  - Front End: Android Studio SDK Version 26.0.2 & JDK 1.8, Backend: Google Firebase
- Cyber Bullying Detection System: Python and Machine Learning