

SHUBHAMCHOUDHARY

PROFESSIONAL SUMMARY Dedicated and detail-oriented Game Tester with a passion for video games and a proven track record of ensuring high-quality gameplay experiences. Possessing a keen eye for identifying bugs, glitches, and inconsistencies, I excel at meticulously testing and analysing games across multiple platforms and genres. With strong communication skills, effectively collaborate with development teams to provide valuable feedback and suggest improvements. Adaptable and quick to learn, I thrive in dynamic environments, meeting tight deadlines without compromising on accuracy and precision. As a proactive problem solver, I am committed to delivering polished and immersive gaming experiences that delight players worldwide.

- SKILLS**
- Advanced Testing Techniques
 - Bug Tracking and Management
 - Test Planning and Strategy
 - Platform and Device Familiarity
 - Automated Testing
 - Debugging and Analytical Skills
 - Project Management
 - Team Leadership and Mentoring
 - Communication
 - Adaptability

- WORK HISTORY**
- LEAD ENGINEER** 08/2022 to Current
HCL Technologies, Hyderabad, India
- Certification testing on Xbox console.
 - Reporting bugs on Xcert.
 - Testing games and certifying them for retail world.
 - Task prioritization and allocation , Resource planning.
 - Wrote technical documentation to ensure proper understanding and maintenance of code.
 - Mentored junior engineers to improve technical capabilities and knowledge of best practices.

- QA ENGINEER** 11/2021 to 08/2022
GSN Games, Scopely, Bangalore, India
- Tested games on Android, iOS, Kindle, WebGL platform.
 - Test plan creation and execution on TestRail.
 - Worked closely with developers and deployed products as per the stake holder's requirement.
 - Evaluate execution, troubleshoot, document, communicate and follow up on identified issues. • Bug reviewing and approval.

- TEST ENGINEER** 11/2019 to 10/2021 **POLE TO WIN**, Hyderabad, India
- Mobile game testing on strategy game.
 - Reporting and handling bugs in JIRA.
 - Task prioritization and allocation, resource planning and priorities of the tasks.
 - Experience on different types of testing: Smoke, Sanity, Regression, Ad-hoc, Agile testing, Compatibility testing.
 - Implemented automation testing with the help of developers to reduce time and efforts required.
 - Developed test plans, test cases, and test scripts for manual and automated testing

EDUCATION

Nagpur Institute of Technology, Nagpur, Maharashtra
B.E, Computer Science Engineering, 05/2019