

# Prachi Jain

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## Quality Assurance Tester

### PROFESSIONAL SUMMARY:

- Experienced Software Tester with 3+ years of expertise in helping developers expand their audiences by providing valuable insights into clients preferences while ensuring the robustness and quality of software. Skilled in providing functional and statistical feedback as well as constructive criticism.
- Underwent 6 months of professional training in the Software testing processes.
- Knowledge of writing, reviewing, and executing Test Cases.
- Multi-Player Collaboration
- Good knowledge of UI testing, Black box Testing, Smoke Testing, Ad-hoc Testing, Integration Testing, and Compatibility Testing.
- Comprehensive knowledge of SDLC and STLC processes.
- Have well knowledge of defect management tools like Jira.
- Collaborated with team members to test multi-player content during quality assurance tasks.
- Investigated malfunctions of in-game products, tracking issues to discover root causes and possible corrective measures
- Wrote and submitted comprehensive bug reports, providing details on factors such as ease of replication, severity, and other metrics.
- Handled functionality and Compatibility testing to ensure quality control.
- Maintained smooth operations of test plans, test cases, and test sets through effective and efficient use of the Jira tool.
- Worked closely with developers and dev-testers to fulfil the project needs.

### SKILLS:

<b>Testing Skills:</b>	Manual Testing (Expert), Software Testing, Game Testing, Functional Testing, UI Testing, Black Box Testing, Smoke Testing, Ad-hoc Testing, Integration Testing, Compatibility Testing, Unit Testing
<b>Testing Tools</b>	Jira, TestRail, VSTS
<b>Programming Languages:</b>	Java (Basic)
<b>Database:</b>	MySQL,
<b>Web Technologies:</b>	HTML, CSS
<b>Other Skills</b>	SDLC and STLC Processes, Multi-Player Collaboration, Defect Management (Jira)

## PAST EXPERIENCE:

### 1. QA Tester

**Ubisoft Entertainment India Pvt. Ltd**

**(Pune, Maharashtra)**

- Work closely with cross-functional teams including developers, designers, and product managers to understand project requirements and goals and ensure alignment throughout the development process.
- Proactively contributed to continuous improvement of testing processes and procedures, identified areas for optimization and implemented best practices.
- Worked on several game projects such as Far Cry and Skull n Bones and ensured thorough testing of gameplay mechanics, multiplayer features and game development.
- Design and implement a comprehensive testing strategy including smoke testing, interim testing, and retesting to quickly identify and report defects.
- Demonstrate proficiency in designing, reviewing, and executing test cases, covering important game features in detail.
- We worked closely with the game design team to provide valuable feedback on gameplay mechanics, balance, and user experience, ultimately improving the overall quality of the game.
- Analyze game metrics and user feedback to identify potential improvements and drive iterative game development and updates.
- Effectively use Jira to track defects and generate comprehensive defect reports that include severity ratings, iteration steps, and potential gameplay impact.
- We ran regular regression tests to ensure that the fixed bugs didn't introduce new problems and maintain the game's stability.
- Accelerate knowledge sharing within your team by collecting data on specific functions and sharing insights, contributing to your team's overall expertise.
- Played a pivotal role in the game release process, ensuring that all testing and quality assurance tasks were completed accurately and on time.
- Collaborate with external testing teams and integrate their results into the testing process to ensure comprehensive quality assessment.
- We remained aware of industry trends, emerging technologies, and player feedback, providing valuable input to improve future games and projects.

## PROJECTS:

### 1. Projects: Far Cry and Skull n Bones

- Collaborated closely with cross-functional teams, including developers, designers, and product managers, to understand project requirements and objectives.
  - Maintained and created Confluence pages to document project data, progress, and test plans on a weekly basis, ensuring clear communication and alignment among team members.
  - Developed comprehensive test strategies and plans, outlining testing scopes, methodologies, and timelines for each project phase.
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- Conducted extensive Manual Testing across various modules, demonstrating expertise in smoke testing, ad-hoc testing, and retesting, to identify and report defects promptly.
- Analyzed and tracked game metrics and user feedback to identify potential improvements, contributing to iterative game development and updates.
- Leveraged Jira to meticulously track defects and issues, providing detailed reports that included severity, replication steps, and potential impact on gameplay.
- Regularly conducted regression testing to ensure that resolved defects did not introduce new issues, maintaining the stability of the game.
- Facilitated knowledge sharing by gathering data on specific features, sharing insights with the team, and conducting training sessions to enhance overall team expertise.
- Coordinated with external testing teams and integrated their findings into the testing process to ensure comprehensive quality assessments.
- Maintained a keen eye for industry trends, emerging technologies, and player feedback, providing suggestions for game improvements and future projects.

## **2. Wild Beyond (Gaming):**

- Played a vital role in quality assurance for the mobile-based iOS game "Wild Beyond" during a six-month project.
- Conducted a range of testing types to ensure a seamless gaming experience for multiple players:
- Smoke Testing: Identifying critical issues and ensuring basic functionality.
- Sanity Testing: Verifying new features and changes didn't disrupt existing functionalities.
- Regression Testing: Repeating comprehensive tests to prevent the introduction of new issues.
- Performance Testing: Evaluating gameplay performance under various conditions.
- Retesting: Checking previously reported defects after they were marked as fixed.
- UI Testing: Ensuring intuitive, visually appealing, and functional user interface elements.
- UAT (User Acceptance Testing): Involving players to meet user expectations and preferences.
- Collaborated closely with the development team to provide timely feedback on gameplay mechanics, balance, and user experience.
- Maintained detailed records of test cases, test plans, and results to facilitate communication and track progress.

## **3. Episodes (Mobile App):**

- Contributed to quality assurance for the Android-based mobile app "Episodes" during a six-month project.
  - Conducted comprehensive testing to ensure the application's functionality and user experience met the project's goals.
  - Collaborated with development and design teams to provide feedback on story elements, user engagement, and usability.
  - Identified and reported defects, ensuring timely resolution to enhance the app's quality.
  - Focused on creating engaging, relatable, and user-friendly stories and activities.
  - Participated in user acceptance testing to gather insights for improvements and refinements.
  - Supported the project's quality assurance efforts to deliver an effective app guiding users in solving everyday problems and managing routines.
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**CERTIFICATION & COURSES:**

1. Internship at NSCS (Natural Support Consulting Service), Malviya Nagar, Jaipur.
2. eHR System (Functional Testing, Performance Testing, Automation Testing) Technology Used: Manual, Visual Studio 2012, Selenium Web Driver.

**EDUCATION:**

Course	University/Board
Master of Computer Applications	Jaipur Engineering College and Research Centre University, Jaipur
BCA	University College of Science, MLSU, Udaipur
Senior Secondary	RBSE/St.Patricks Sr.Sec.School, Udaipur
Secondary	CBSE/Vivekananda Kendra Vidhyalaya, Rishbhdev