

# Sankalp Sagar

## Test Engineer QA & TechOps

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### PROFILE

**Game-Geek QA Test Engineer** with **4+ years** of work experience in the **Gaming Industry**, having hands-on experience on **PC, Console, as well as Mobile testing** | Mastery in **Manual Testing, Automation Testing** and **Agile Methodologies** | **Game Connoisseur** having deep knowledge about the design and mechanics of a plethora of video games, including, **AAAs, RPGs, Platformers** and **Turn-Based** games | Committed to Exceptional **Customer Support** and **App Review Management**

### PROFESSIONAL EXPERIENCE

#### Test Engineer - QA & TechOps, SKIDOS

Mar 2022 – present | Delhi, India

- Successful delivery of **80+ Educational Games** across **iOS and Android** platforms.
- Utilize **JIRA, Test Rail** and **Zephyr** for **bug reporting** and **test case management**.
- Proficient in **creating comprehensive test plans, strategies, and documentation** for all the modules and projects integrated in the SKIDOS SDK.
- Familiar with **Marketing Automation**, data analytics and **Event testing** tools such as **FireBase, WebEngage** and **Embrace**. All while maintaining a **99.8% crash and exception-free sessions**.
- Proficient in mobile and web Automation testing, utilizing **JMeter** for **load and performance testing** and **POSTMAN API for API Testing**.
- Managed **customer support, app reviews**, and **payment dispute** resolution efficiently with the SKIDOS Support Team.
- Proficient in development and data tools like **MySQL** and **MongoDB**.

#### Junior Game Tester, Ubisoft Ent.

Mar 2020 – Jan 2022 | Pune, India

- Worked as a **Game Tester** at Ubisoft for 2 years, contributing to one of the biggest AAA releases of 2021, **Far Cry 6**.
- Served as a core member and **Senior Tester** on the **COOP team** for Far Cry 6 (brand new feature in the FC Franchise).
- Proficient with **JIRA**, including its advanced features and **rich filters** reporting and managing bugs.
- **Walkthrough and Feature specialist**, reporting a record no. of bugs for **UI/UX** and **Functionality** across projects.
- Served as a **Game Analyst** for **Indie projects** handled by Ubisoft.

### PROJECTS

#### SKIDOS SDK - 6.0/7.0/7.1/7.2/7.3/7.4/7.5

Mar 2022 – present

Responsible for the testing and successful release of the newer SKIDOS SDK versions, testing them on **80+ educational apps** across **iOS, Android and Web**.

#### IRIS - I Read, I Succeed

Jan 2024 – present

Functionality and UI/UX Tester of the new IRIS Project associated with English Grammar and Phonetics learning.

#### Rekindle Minds

Oct 2023 – Feb 2024

Functionality and UI/UX tester on the new Rekindle Minds project, an addition to the SDK contributing to social and cultural learning.

#### Instant Gaming

Jan 2023 – Sep 2023

Worked on and led the new Instant Gaming portal for SKIDOS, a platform providing a plethora of quick HTML games.

#### Skull & Bones

Oct 2021 – Jan 2022

Worked as Game Tester and analytics expert on the new Skull & Bones project. Provided valuable feedbacks as an Game Analyst.

#### Far Cry 6

Mar 2020 – Oct 2021

Senior member of the **COOP team** (latest feature update to the Far Cry Franchise) for one of the biggest AAA releases of 2021. Member of the Walkthrough team with **Platinum completions** on various platforms as **PS4 and XB1**.

### SKILLS

Gaming (PC/Console/Mobile)    • Manual Testing  
Automation Testing    • JIRA    • Compliance Testing  
Postman API    • MySQL    • MS Office    • Embrace

### LANGUAGES

- English
- Hindi
- Spanish

### EDUCATION

**B.A. (History Hons.),** Deshbandhu College, Delhi University

2019 | New Delhi, India

Graduated with a CGPA of 5.9 .

**Senior Secondary (12th),** Delhi Public School

2016 | Dhanbad, India

Graduated with a score of 90% .

**Secondary High School (10th),** DeNobili C.M.R.I.

2014 | Dhanbad, India

Graduated with a score of 92.4% .

### INTERESTS

PC/Console Gaming | Music | Sports