

# SHRIKANT KALBANDE

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## SUMMARY

With over five years of experience as a Senior QA Test Engineer at Reliance Games in Pune, I am actively seeking a new challenge and opportunity for growth in my career. During my tenure at Reliance Games, I have honed my skills in manual testing. I have successfully led testing efforts for various projects, ensuring the delivery of high-quality software products to our clients. My hands-on experience with test planning, execution, and reporting bug has enabled me to streamline processes and enhance team productivity.

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## WORK EXPERIENCE

- Experience in analyzing SRS functional requirements and developing test cases based on customer user Stories.
  - Experience in Agile methodology.
  - Experience in creating the test plan.
  - Experience with testing the application across multiple operating systems like Android and iOS.
  - Performed Smoke and Sanity testing, Functional testing, Integration testing, regression testing, retesting, ad-hoc testing, compliance testing and NFT testing.( Using vessel app)
  - Actively participated in Writing, Reviewing, and Executing Test Cases.
  - Exposure to all stages of Software Testing life Cycle.
  - Well versed in Defect tracking and bug reporting (Jira,Asana).
  - Experience in taking logs using Xcode, ADB and iTools
  - Worked on Performance tool like GameBench.
  - Worked on Emulator tool like browserstack.
  - Worked on analytics tools: Adjust, Looker, Firebase.
  - Experience in deploying the live operation.
  - Experience in creating the builds with Jenkins
  - Experience in deploying the android build on store and iOS build on test flight.
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## EDUCATION

Master's Degree	2014-2015
Sant Gadge Baba Amravati University	
60%	
Bachelor Degree	2011-2013
Sant Gadge Baba Amravati University	
64%	

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## PROJECTS

### Reliance Games

Apr 2023 - Till now

Project name: Drone 3 Shadow Strike

Process : Agile Methodology

Role: Senior Test engineer

Description: 'Drone 3 Shadow strike' is a war strategy-based game. With precise testing techniques, make sure that the product is available to the huge customer base with proper game balancing and without any glitches.

#### Responsibility:

- Connects with product management team and understands the product owner's requirement.
- Creates the test plan for the upcoming sprint with the help of lead.
- Write and executes the test cases for new feature.
- Connect with the development team to achieve the high-quality product.
- Raise a bug with video and logs on Jira tracking tool.
- Deploy the live operation with the help of project management tool.
- Configure the Json for live operation and reward distribution.
- Update the daily task report to the project manager. (Daily status report)
- Create the android & iOS build with the help of Jenkins.
- Performs the submission checks. (Functional and non-functional testing)

### INDIUM SOFTWARE

Nov 2018- Mar 2023

Project name: Lion studio

Process : Agile Methodology

Role: Senior Test engineer

Description: Testing out games for a game publishing company (Lion Studios) to make sure clients receive the best experience out of our products. Making sure the game in house testing is done with utmost precision and the product is released with minimum to no bugs. Worked on multiple titles like Match 3D, Death incoming, Rope savior, Wordle etc.

#### Responsibility:

- Understands the client requirement and write & executes the test cases.
- Connects with the development team to resolve the issue.
- Prioritise the submission list and assign tasks to the team members.
- Performs functional and non-functional testing.
- Performs GDPR checks for European countries.
- Update the daily status report to the client.
- Attend the retrospective meeting and give the valuable feedback to improve the quality of product.
- Log the bugs in ASANA project management tool.

## INDIUM SOFTWARE

Nov 2018- Mar 2023

Project name: Atari

Process : Agile Methodology

Role: Test engineer

Description: Ninja Golf is RPG based on Atari 7800 game developed by Atari inc. I made sure that game went live without any blocker issue.

### Responsibility:

- Understanding the application thoroughly with the help of customer requirement specification document.
- Execute the test cases
- Raise a bug on Jira project management tool.
- Perform the play test within team.
- Do a performance testing with the help of GameBench tool.

### SKILLS

- Bug tracking tool ( Jira, ASANA )
- Test case execution tool (QA touch )
- Google Analytics tool ( Adjust, Looker)
- Firebase tool for push notification
- Java
- Selenium webdriver
- Charles proxy
- Jenkins for build creation

### Declaration:

I hereby declare that the above particulars are true and correct to the best of my knowledge and belief.

Signature  
(Shrikant Kalbande)