Virendra Chaudhari

Senior QA

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➢ With a Master of Computer Applications (MCA) from the University of Pune and over **7.8 years of experience** as a **Senior QA at Ubisoft India Studios**, I have developed a strong expertise in the quality assurance and quality control domain of the gaming industry, worked across several **platforms (PC, MOBILE, XB, PS, Switch)** in Ubisoft Pune. I am passionate about creating immersive and engaging games that delight and inspire gamers around the world.

➢ As part of the Ubisoft India Studios team, I contributed to the quality assurance and quality control of several AAA games, such as Ghost Recon, The Crew, XDefiant, Starlink. I applied my skills in quality assurance analysis, quality inspection, and test assurance to ensure the highest standards of performance, functionality, and user experience. I also collaborated with the development, design, and production teams to identify, report, and resolve any issues or defects. I enabled the delivery of high-quality games that met the expectations and needs of the customers and stakeholders.

Profiles

- **YouTube Channel** - https://www.youtube.com/@virendrachaudhari5592

- **LinkedIn** - www.linkedin.com/in/virendra-chaudhari-9ba9908b

Skills

Manual Testing

Automation - Dtest & Selenium

Platform - PC, Mobile, PS, XB, Switch,Web applications

Technology - Jira, Bloomberg, Confluence, XRay, TestRails etc

Scrum and agile framework

Localization Quality Assurance

Cross-platform testing

Performance & Compatibility Testing

Abstract Thinker

Analytical & Troubleshooting

Team Player

Critical Management

Training and Development

Leadership

QC Workspace

Work History

2020/07 – 2023/02

Senior Game Tester
Ubisoft, Pune, India

Roles and Responsibilities - *Team management, Project validation, Feature/Module POC, Training.*
Tools and Technology - *QC workspace, Jenkins, Confluence, Jira etc*

- Worked with teams across different gaming hardware platforms – PC, Mobile, Xbox/XBSX, and PS4/PS5 for Key AAA titles such as Xdefiant, Ghost Recon Breakpoint.
- Assisted Leads and managers for (Stage Gate Process) Alpha, Beta, Master validation phases of projects by managing work across different teams such as Functionality, Compliance, and Compatibility with team size varied from 5-30.
- Trained 10 or more batches of trainees for overall bug writing, different game Genres understanding, and understanding testing scopes.
- Worked on several mobile platform projects, on different phases of the cycle.
- Operated under Agile and Scrum frameworks to complete releases and well-organized sprints.
- Keeping a regular update with project stakeholders and specialized teams for processing through project milestone certifications and validations to be sent to First and third parties.
- Contributed to the development of high-quality games through meticulous testing and documentation.
- Aided in maintaining accurate release notes by documenting resolved issues, known problems, and completed tasks during each development cycle.

2018/04 – 2020/07

Game Tester
Ubisoft, Pune, India

Roles and Responsibilities - *QA Analyst, Test Breaker, Dev POC, QA Specialist, Tool/Tech expert*
Tools and Technology - *Jira, Automation tools(Dtest, Selenium), Bloomberg, Xray, Testrail, Confluence.*

- Worked on Bug tracking Jira software, internal game engines and debugging tools.
- Built automated test scripts to handle repetitive software testing work.
- Specialized in Xray Tool to create and manage feature test cases and presented the Xray training to several project teams.
- Lead Performance team of size of 8-12 in order to manage the performance of daily builds by capturing measuring the performance and sending the daily reports to all performance team worldwide.
- Creating test-tracker for team for utilizing them for different testing patterns such as UAT, Smoke, Functional, Regression, Integration, and keep an updated analysis of daily and weekly tests conducted. Improving the test-pattern for ongoing milestones.
- Setting up writing standards for bug database for different instances of Jira and other

required tools such as Testrail for test-cases execution.

- Suggesting changes and suggestions to product design keeping project scopes such as UI, HUD, Menu, Game design, Gameplay, Graphics, FTC in mind. Communicating with respective development lead or coordinator for facilitating those changes.
- Collaborated with localization teams to verify translated game content and assess cultural appropriateness of in-game elements.
- Increased efficiency within the QA team by sharing knowledge and insights gained from extensive testing, fostering a collaborative work environment.
- Kept scripts and test cases updated with current requirements.
- Recommended changes and corrections to developers for optimal software performance and usability.

2015/06 – 2018/04 **Junior Game Tester**

Ubisoft, Pune, India

Roles and Responsibilities - *Team member, passionate gamer, Bug/issues reporting , test case development.*
Tools and Technology - *Jira, Bloomberg, testrail, jenkins, confluence, performance tools (Atlas, grafana, Fap capture etc)*

- Completed the Onboarding processes and all basic and advanced trainings in Ubisoft.
- Reported Highest number of Quality and quantity Bugs in several phases of the project.
- Worked on Projects Starlink – Battle for Atlas, Ghost Recon Breakpoint, Trackmania, Just Sing, Ghost Recon Wild Lands, Starlink.
- Maintain bugs and issue count as well as quality of issues by following the bug standards of jira.
- Contributed to successful game launches by rigorously testing pre-release builds for stability and playability.
- Recommended changes and corrections to developers for optimal software performance and usability.
- Wrote and submitted comprehensive bug reports, providing details on factors such as ease of replication, severity, and other metrics.
- Verified compliance with platform-specific requirements by carefully examining each aspect of the game against guidelines provided by console manufacturers or distribution platforms.
- Developed and maintained defect databases for known issues.

Education

2015/10	**MCA**	
	Pune University - Pune, India	
2012/04	**BCA**	
	Pune University - Pune, India	
2008/02	**HSC**	
	Nashik Board - Jalgaon, India	