CONTACT

✉ info@resumekraft.com
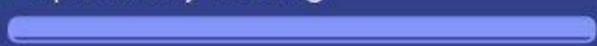
📱 202-555-0120

📍 Chicago, Illinois, US

in linkedin.com/resumekraft

SKILLS

Exploratory testing

Regression testing

Functional testing

iOS platform

Android platform

Unity

Test cases

JIRA

Confluence

Agile and Scrum

Management

INTERESTS

Cycling

Gaming

Running

Reading

Live events

Travelling

Hiking

Steven Kevin

QUALITY ASSURANCE TESTER

SUMMARY

Highly organized and detail-oriented Quality Assurance Tester with over 5 years of experience in the mobile gaming industry. Proficient at identifying defects and maintaining clear visibility of project status to stakeholders. A fast and effective learner, possessing a proven track record of delivering results ahead of expectations.

EXPERIENCE

Technical Quality Assurance Tester
Star Tech

Oct 2020 - Present

- Identified and reported critical defects related to technical areas of the project using Jira software.
- Implemented new testing methodologies using network capturing tools for various features.

Quality Assurance Tester
Star Tech

Mar 2020 - Oct 2020

- Improved existing processes within the team to increase efficiency and reduce testing time.
- Provided feedback for the design and art teams to improve the product.

Quality Assurance Tester
Accenture

Apr 2017 - Feb 2020

- Created test cases using TestRail and planned test rounds for external QA teams.
- Performed early-stage testing using version control systems and Unity.
- Frequently monitored community feedback to track and report any defects found in live environments.
- Collaborated with the development team to design and maintain public test servers.

Senior Quality Assurance Tester
Gameloft

Mar 2016 - Apr 2017

- Created and organized test cases based on the documentation received.
- Used automated internal tools to create and share daily status reports with the development teams and product owners.
- Mentored new members of the team to achieve and surpass individual and company targets.

Quality Assurance Tester
Gameloft

Nov 2014 - Mar 2016

- Performed in-depth compatibility, performance and gameplay tests outlined in the test cases of each specific project.
- Learned how to use internal tools to efficiently isolate defects and assisted development teams by performing additional tests when necessary.