

AMAAN SIDDIK

Game Tester | Game Developer

+91 8956217773 @ asediting.007@gmail.com https://tinyurl.com/4dm2sucw Hyderabad

SUMMARY

Hey there! I'm Amaan Siddik, a Quality Assurance professional with a year of experience in the field, and I'm passionate about delivering high-quality software. My focus has been on manual and game testing, particularly for mobile platforms like iOS and Android. I've honed my skills in functional, regression, compatibility, and performance testing, and I'm comfortable using tools like Jira, Testrail, and GameBench. As a freelance Test Engineer on Fiverr, I've gained valuable experience leading test case execution, defect reporting, and collaborating with clients. I'm always eager to learn and contribute to improving product quality, and I'm excited to find a dynamic environment where I can continue to grow and make a real impact.

EXPERIENCE

Freelance game Tester

Fiverr 2023 - 2024 Fgura, Malta

- Tested Night Street Fighter Gamer For Andriod/ios
- Tested Pizza Ready Simulation Game For Andriod/ios
- Tested Trek game for Pc

3D INTERN SPERASOFT

SPERASOFT 08/2023 Malta

I attended a 3D Modelling Bootcamp at Sperasoft as an intern, where I focused on game asset and prop modelling. This intensive program provided hands-on experience in creating detailed and optimized 3D models for games, covering the full workflow from concept to implementation. Through expert guidance and practical projects, I developed skills in industry-standard tools and techniques, preparing me for a career in game development.

EDUCATION

Bachelor of Science in Game Design and Development

American University of Malta 2020 - 2024 Malta

12th

St. Joseph Jr College 2019 Hyderābād, India

10th

Pristine Public School 2017 Hyderābād, India

LANGUAGES

Hindi Native ●●●●● English Proficient ●●●●●

TOOLS

Jira, Testrail, GameBench, Slack, Charles Proxy, Photoshop, Blender, Unreal, Unity, GameMaker, Gadot

PROJECTS

AUM Gamification Project

Led the development of Gamification Project which is a virtual recreation of the American University of Malta (AUM) with a 1:1 scale and ratio. Players will have the opportunity to explore the campus, interact with various elements, and experience a simulated version of university life. The project aims to provide an immersive and educational experience for users while showcasing the capabilities of Unreal Engine 5.

Game Engine

Kalyug Engine is a game engine built with Unity that lets users create and customize 3D objects such as cubes and donuts. With various features including lighting settings, colour options, and physics simulations, this engine aims to provide users with a versatile tool for creating simple 3D scenes and experimenting with game mechanics.

Why This Fun - Open World

Why This Fun is an open-world action-adventure game set in the picturesque but perilous island of Malta. Players assume the role of a researcher trapped in a research lab overrun by enemies. They must fight their way through and escape via the lab's elevator. Upon escaping, players gain access to the open-world island of Malta, still under construction but filled with numerous activities, challenges, and secrets waiting to be uncovered.

Physics Puzzler

Physics Puzzler is a game designed to challenge players with physics-based puzzles. The game consists of two levels, the first serving as a prologue to introduce players to various physics mechanics, and the second level being a series of puzzle challenges.

KEY ACHIEVEMENTS



Successfully creating 1:1 replica of American University Of Malta

Led and directed the development of a virtual recreation of the American University of Malta (AUM) with a 1:1 scale and ratio.



Procedural Sounds With Unity

Architected and implemented an innovative Procedural character sounds system