

Cojocaru Andrei-Tiberius

Contact

Phone

0770769426

Email

cojocaruandreitiberius@gmail.com

Address

Romania, Timis, Recas

Digital skills

- Microsoft Word
- Microsoft PowerPoint
- Microsoft Excel
- ReactJS
- JavaScript
- HTML
- CSS
- SQL
- Visual Studio Code
- PowerBi
- Jenkins
- API's

Hobbies

Web development

Web design

Language skills

Mother tongue: Romanian

Other language: English:

- Listening: B2
- Reading: B2
- Spoken interaction: B2
- Spoken production: B2
- Writing: B2

Driving licence

Driving licence: AM

Driving licence: B

Quality Analyst

Dedicated Quality Analyst with 2.5 years of hands-on experience at Electronic Arts, a leading name in the gaming industry. Proven expertise in ensuring the highest level of product quality through meticulous testing and analysis. Adept at collaborating with cross-functional teams to identify, report, and resolve defects, ensuring the delivery of exceptional gaming experiences to users. Detail-oriented and analytical professional committed to maintaining the highest standards of quality throughout the development life cycle.

Experience

2022 - 2023

Electronic Arts | Bucharest (remote/hybrid)

QA Analyst

As a QA Analyst at Electronic Arts, my role involved a deeper level of analysis and quality assessment throughout the game development process. I was focused on both software quality (ensuring that the game meets both functional and non-functional requirements), and experiential quality (making sure that the game is fun to play, authentic and follows user feedback).

My main responsibilities included but were not limited to:

- **Test Planning and Strategy:** I collaborated with the leadership and development teams to create comprehensive test plans. This involves defining test objectives, test coverage, and prioritizing features or areas that require the most attention. This involved creating and executing test plans that would cover all the functional and non-functional requirements of the application (performance testing, network connectivity testing, functional testing, compatibility testing and so on).
- **Requirement Analysis:** I thoroughly analyzed the game design documents, user stories, and other project documentation to gain a clear understanding of the game's functionality, mechanics, and intended player experience. The project documentation was created and updated in Confluence.
- **Test Case Design:** Based on the requirement analysis, I designed detailed test cases and test scenarios that cover various aspects of the game. These cases outline the specific steps, inputs, expected outcomes, and conditions to test. Before being inputted in our test management software (Testrail, Zephyr, QMetry), they went through rigorous review from senior members in the team.
- **Training:** I was responsible with on-boarding new members in the team and walking them through our day to day processes and routines. I also created easy to follow documentation so that newcomers could reference later if needed, in addition to me being the go-to person for any questions they may have.
- **Collaboration and Communication:** I closely partnered with all relevant stakeholders by engaging in daily syncs (stand-ups), sprint planning meetings, milestone planning meetings and retrospective meetings. My active participation in all these meetings led to an increased degree of visibility and transparency between the other teams and QA.
- **Performance and Load Testing:** I was responsible with ensuring that the performance of the game(frame-rate, memory consumption, network traffic) was on par with the standards agreed on with the stakeholders. The way I was achieving this was by analyzing large amounts of data generated by our telemetry pipeline in order to get a highly accurate picture of the game's performance at scale.
- **Problem solving:** During my time at EA, there were a lot of instances when things didn't go according to plan which represented opportunities for me to exercise my problem solving skills. Some examples that showcase this ability include but are not limited to:
 - avoiding downtime when there were issues with the CI/CD pipeline which caused builds to never arrive in QA hands by manually building, either locally or through Jenkins. Later on, I documented this entire process and hosted a knowledge sharing session with the team.
 - reducing the setup time required for specific test scenarios (account having a certain level, a certain amount of currency etc), by leveraging Postman and API's to quickly setup accounts with the desired characteristics.

Education

2014 - 2018

Technical College of Architecture
and Public Works

"I.N.Socolescu"

- **Baccalaureate Diploma**, technological branch, technical profile, draftsman technician for constructions and installations specialization

2021 - 2022

Electronic Arts | Bucharest (remote)

QA Tester

As a QA Tester at Electronic Arts, my primary responsibility was to ensure the quality and functionality of the games before they are released to the public.

- **Testing and Bug Reporting:** I play-tested the game extensively, following specific test cases and scenarios to identify any issues, bugs, glitches, or unexpected behavior. This involves playing through different levels, environments, characters, and game modes to thoroughly test all aspects of the game. The bugs found were submitted and documented according to the established practices and standards in common project tracking software (JIRA).
- **Regression Testing:** Whenever developers made changes to the game's code, I performed regression testing to ensure that new updates or fixes haven't introduced new issues or didn't break existing features. This iterative process helped maintain the overall stability of the game. All the updates regarding the status of the regression testing tickets were tracked in JIRA.
- **Compatibility Testing:** I tested the game on different platforms, such as PCs, consoles, and mobile devices, to ensure that it runs smoothly and without major issues on various hardware configurations and operating systems. The progress and the results of the compatibility testing were being tracked in either Testrail or Zephyr while any defects found were tracked in JIRA.
- **Multiplayer and Online Testing:** Since multiplayer and online gameplay was a main feature in the games I tested, I have extensive experience with regards to client-server interactions, including debugging, root cause analysis, etc. Additionally, I participated regularly (weekly) in playtest sessions with all the projects stakeholders (development partners, QA staff, producers and so on).
- **Communication:** I maintained clear communication with the development team, sharing my findings, progress, and any critical issues that need immediate attention. This collaboration ensures that the game reaches its best possible state before release.

Projects

Wordle game

- Interactive front-end application using the ReactJs framework, JavaScript, SASS and HTML, where the user can play the popular game "Wordle".
- <https://andrei-tc.github.io/wordle-clone/>

Comment section

- An interactive comments section page using the ReactJs framework, JavaScript, SASS and HTML, where the user can upvote or downvote, add a comment or a reply and can manage the comments by editing or deleting them. The reply list can be collapsed after pressing the `Replies` button.
- <https://andrei-tc.github.io/comments-section/>

Random advice generator

- An interactive random advice gadget using the ReactJs framework, JavaScript, SASS, HTML and API, where the user can get random advises. (the API has a cooldown of 2 seconds).
- <https://andrei-tc.github.io/GitHub/challenges/advice-generator-app-main/>

Portfolio website

- A portfolio website created by using the ReactJs framework, JavaScript, SASS and HTML. More projects can be found on this website.
- <https://andrei-tc.github.io/>