Atharva Kadam

(906) 767-8852 · kadam.atharva14@gmail.com · linkedin.com/in/atharva-kadam2 · Portfolio

Summary

Software QA Tester with around **2 years** of industry experience specializing in Python **automation** and **CI/CD** practices. Validated quality across **5+ multi-platform products** (PC, Console, Mobile, Web) serving millions of users. Led development of **scalable test frameworks** that boosted efficiency by 30% and reduced critical defects from 45% to 29%.

Technical Skills

- Python | C/C++ | C# | JavaScript | TypeScript | HTML | CSS
- Selenium | PyTest | Jest | Postman | JIRA | Xcode | TestFlight | Git | GitHub Actions | BitBucket | TestRail | MongoDB | MySQL
- Test Automation | Manual Testing | CI/CD | Agile/Scrum | Cross-Platform Testing | Functional Testing | Regression Testing | Smoke Testing | Integration Testing | System Testing | API Testing | UI Testing | Mobile Testing | Performance Testing | Bug Tracking | Test Planning | Test Case Design | Defect Management

Work Experience

Ubisoft Entertainment   **Mar 2020 – Mar 2021**
Software QA Tester   *Pune, India*

Leading global video game publisher serving millions of players across PC, console, and mobile platforms worldwide

- Designed and executed comprehensive **test plans** and **test cases** for **functional testing**, **regression testing**, and **smoke testing** across desktop and console platforms, ensuring 100% feature coverage
- Architected **test automation framework** using Python/Selenium/PyTest, increasing **test coverage** from 60% to 82% and improving execution efficiency by 30%, reducing **manual testing** effort by 40%
- Drove quality for **15+ features** through comprehensive **test strategies** and **defect tracking** in **JIRA**, reducing critical defects from 45% to 29% and preventing production incidents affecting millions of users
- **Led smoke testing** for PC platforms and collaborated with cross-platform QA teams (Mobile, Console) to perform **integration testing** and **system testing**, reducing inter-platform bugs by 35% and ensuring consistent quality across all releases
- Performed **performance testing** under high-load scenarios and integrated automated test suites with **Bitbucket** CI/CD pipelines, maintaining build stability above 95% and reducing post-release incidents from 25% to 15%

Expleo India Infosystem   **Oct 2019 – Feb 2020**
Software QA Tester   *Pune, India*

Global quality engineering company providing testing services for enterprise mobile applications serving 100K+ users

- Delivered zero critical production bugs through **manual testing** by designing and executing 300+ **test cases** across **15+ iOS device models**, performing **functional testing**, **UI testing**, and **compatibility testing** to ensure 100% device coverage
- Orchestrated comprehensive **smoke** and **regression testing** cycles for mobile release **validation**, collaborating with cross-functional teams to identify and resolve **integration issues** through efficient **bug tracking** in **JIRA**, reducing defect escape rate from 12% to 3%
- Managed **test execution** and build deployment using **Xcode** and **TestFlight**, performed **root cause analysis** and **crash log investigation**, reducing bug resolution time from 8 hours to 6 hours (25% improvement)

Oasis Infobyte   **Feb 2022 – Mar 2022**
Web Dev & Designing Intern   *Pune, India*

Digital solutions company specializing in web development and UI/UX design for small-to-medium businesses

- Performed **API testing** using Postman and built 3+ web applications with 85% code coverage through **Jest automation**, implementing **unit testing** and **integration testing** within GitHub Actions CI/CD pipelines

Projects

Rubber Duck Debugging Assistant Chatbot | *GitHub*   **Python | NLP**

- Created intelligent chatbot using NLP and pattern matching to identify 50+ Python error types and provide automated debugging solutions, achieving 90% success rate through **automated testing framework** with 100+ **unit tests**

VR Carnival Experience | *Video*   **Unreal Engine 5 | Blueprint | C++**

- **Led team of developers** to develop immersive VR carnival environment with 2 interactive mini-games using Unreal Engine 5, implementing physics-based mechanics, collision detection, and Blueprint **scripting systems**, achieving 95% user engagement through comprehensive **functional** and **gameplay testing**

Education

Michigan Technological University   **Aug 2023 – Arp 2025**
Master of Science, Computer Science   *Houghton, MI*

Pune University   **Jun 2021 – May 2023**
Bachelor of Technology, Computer Engineering   *Pune, India*