

Atharva Kadam

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Summary

Software QA Engineer with **2 years** of experience in test automation, manual testing, and **CI/CD** integration across **5+ multi-platform products** (PC, Console, Mobile, Web) serving thousands of users. Expertise in **Selenium WebDriver**, **PyTest**, and Python scripting. Led development of **scalable test frameworks** that boosted efficiency by 30% and reduced critical defects from 35% 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 | Exploratory Testing | Whitebox Testing | Integration Testing | System Testing | Performance Testing | API Testing | UI Testing | Mobile Testing | Bug Tracking | Test Planning | Test Case Design | Defect Management

Work Experience

Ubisoft Entertainment

Mar 2020 – Mar 2021

Pune, India

Software QA Tester

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**, **regression**, and **smoke testing** across desktop and console platforms, ensuring 100% feature coverage
- Architected **test automation framework** using **Selenium WebDriver** and **PyTest Framework**, increasing **test coverage** from 60% to 82% and improving **test execution** efficiency by 30%, reducing manual testing effort by 40%
- Drove quality assurance for **15+ features** through comprehensive test strategies and **defect tracking** in **JIRA**, reducing critical defects from 35% to 29% and preventing production incidents affecting thousands of users
- **Led smoke testing** for PC platforms and collaborated with cross-platform QA teams (Mobile, Console) to perform **integration** 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

Pune, India

Software QA Tester

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

Pune, India

Web Dev & Designing Intern

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 | 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 using PyTest and **continuous integration** via GitHub Actions

VR Carnival Experience | Video

Unreal Engine 5 | Blueprint | C++

- **Led the development** effort for immersive VR carnival environment with 2 interactive mini-games using Unreal Engine 5, implementing physics-based mechanics, collision detection, and Blueprint scripting systems, identified and resolved stability issues through structured gameplay and performance testing, reducing crashes/freezes during extended play sessions.

Education

Michigan Technological University

Aug 2023 – Apr 2025

Houghton, MI

Master of Science, Computer Science

Pune University

Jun 2021 – May 2023

Pune, India

Bachelor of Technology, Computer Engineering