Nithin Ramesh

CONTACT

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WORK EXPERIENCE

Pole to Win India   Jan 2018 — Present

Lead Test Engineer - Compliance

- Planing testing strategy, allocating tasks to the team and managing synchronization between client and QA team for any given project.
- Managing, organizing and delivering various multi-platform titles with maximum efficiency and quality.
- Managing, tracking and maintaining accurate billing hours utilized for each project.
- Ensuring all documents and processes are in compliance with organization policies and are up to date for annual audits.
- Keeping the team updated on latest updates with respect to compliance and other industry news.
- Working with L & D team to better improve the technical training process of the new joiners.
- Worked closely with the developers of a particular project and performed Performance Testing for their title.

Pole to Win India   Jan 2016 — Dec 2017

Assistant Team Lead

- Management of a QA platform team - Organization and prioritization of work load of QA platform team.
- Communicate with client POCs on daily basis to determine work load for the QA team.
- Mentoring QA testers in testing and bug writing skills.
- Testing features, systems, feature sets, test cases and assets on assigned projects.
- Resolve problems relating to the QA test team and workload and escalate those beyond to the Team Leads if required.
- Analyse issues reported by team complies with company's quality standards.

Pole to Win India   Jan 2014 — Dec 2015

Senior Test Engineer

- Work collaboratively with client assuring superior standard of quality and delivery while managing a QA team at senior level for mobile and console platform.
- Keep updated on compliance across Microsoft, Sony and Nintendo platforms and sharing the same with peers.
- Understanding behavior of the application on various mobile platform, ensuring application complies with the guidelines for iOS and Android.
- Creating provisioning profiles and p12 certificates to sign .ipa file.

Pole To Win India   Nov 2012 — Dec 2013

Trainee Test Engineer

- Ensuring overall quality and performance of application across various gaming hardware available in Market.
- Responsible for Functionality checks across all available platforms.
- Creating and Executing test cases and reporting any and all issues encountered in the bug database.

RELEVANT SKILLS

- Responsible for setting up testing environment across all platforms, ensuring updated testing equipment and correct version of the application in all media is made available
- Proficient in using Bug Tracking tools like Atlassian JIRA, TestTrack, Mantis and Test Case Management software like TestRail
- Proficient working knowledge with Android Development Kit for Windows, Windows Phone Tools (Visual Studio), and Charles Tool
- Proficient in performing update tests for all mobile platforms (Android, iOS, Windows Phone, and Amazon)
- Knowledge of creation of provisioning profiles and p12 certificates and singing .iap builds for testing purposes on iOS platforms
- Self-learning Game Development based on Unreal Engine
- Prominent knowledge in C++/C programming
- Knowledge of performance testing on PlayStation 4 platform
- Have a profound knowledge of Windows 98, Windows XP, Windows Vista and Windows 7

EDUCATION

Bachelors in Engineering   Jul 2008 — Jul 2012
Christian College of Engineering & Technology

Class 10th & 12th   Mar 2005 — Mar 2008
Mar Baselios Vidhya Bhavan

INTERESTS

- Gaming on Xbox One, PlayStation 4 and PC
- Playing football.

REFERENCES

References available upon request.