SOFTWARE TESTING

Name

TOTAL EXPERIENCE: 3+Years

Phone: 91-xxxxxxxxxxx

Mail ID: **********@gmail.com

CAREER OBJECTIVE

Aspire career in an organization, which provides challenges as well as opportunities to develop own skill sets, as a part of the company's enhancement.

Work Experience:

Total Manual Testing Experience:

3+ years of total experience in software testing with good exposure to Manual Testing and Mobile testing.

Total GAME Testing Experience:

1.5 + Years' Experience in Game testing in **[Company Name].**

Total Web and Mobile app Testing Experience:

3.2 Years' experience in Web and Mobile app testing.

PROFESSIONAL EXPERIENCE

Current Organization: [Company Name]

Duration: (Jan 2014 to Present)

Working as a Test Engineer (MANUAL) in **[Company Name]**, since Jan 2014 to till date.

Past Experience: [Company Name]

Duration: March 2012 to November 2013

Have previously worked for **[Company Name]**, Bangalore as Software

Test Engineer. Here, from the date of joining I worked in client place **[Company Name]** as Game test Engineer on various popular social networking games like Chef Ville, Farm Ville, Bubble Safari etc. on various platforms Browsers and Mobile devices alike.

EDUCATIONAL CREDENTIALS

- B.E (Electronics and Communication) from Visveshwaraiah Technological University (2010) Belgaum.

PROFESSIONAL SUMMARY

- Having 3+ years of experience in Game testing and **Software Testing**.
- Have Good experience in testing applications on platforms like iOS and Android

- Strong in **Software Testing Life Cycle** and Testing Methodologies.

- Good Knowledge on **Software Development Life Cycle**.

- Extensive experience in **Functionality, Integration** and **Regression** Testing.
- Well acquainted with Reskinnig.

- Performed manual testing for **Web Based** and **Standalone** Applications.

- Conducted **Compatibility Testing** on different platforms.

- Writing **Test Cases** using test case design techniques, actively involved in Peer review.
- Extensive testing of **mobile apps** on various mobile devices.
- Tested across multiple browsers and across all the mobile devices like iPad 2/iPad 4/ iPhone 4/5, Nexus 7/10, Moto-G across ANDROID and IOS platforms.
- Well versed in **Defect Tracking & Bug Reporting** using Defect Tracking Tool **Jira, Blossom.**
- Work as part of release team and perform **SMOKE**, BVT and SANITY.

TECHNICAL SKILLS

Software Testing   : Manual Testing.
Defect Tracking Tools   : JIRA, Blossom
PLC   : Siemens S7 300, HMI, SCADA

PERSONAL SKILLS

- Comprehensive problem solving abilities.
- Excellent verbal and written communication skills.
- Can communicate with various team members like Developers, Designers, Business managers and other QA team to get to the better product delivary.
- Willingness to learn and a person with positive outlook to life.

Roles and Responsibilities:

1. Hands on experience in Identifying Test Scenarios as per requirements.
2. Preparing Test cases based on the scenarios.
3. Involved in Peer Review.
3. Performed extensive Regression testing and compatibility testing.
4. Expertise in Defect logging and Tracking using Jira.
5. Closely coordinating with the development team for getting issues fixed
6. Validation of the checklist filled by the team and reporting the same to the client.
7. Work as part of release team and perform SMOKE, BVT and SANITY.

WEB TESTING/ MOBILE Testing:

Have 1.3 Years of experience in Web and application testing in **[Company Name]** I have worked on multiple projects both small and big like websites, marketing apps and PPT tools and Online marketing websites.
The list may not cover some of the small projects I have tested.

Below I have mentioned in brief some of the projects I have worked with.

PROJECT #1:
Title: VMWRE MKP, VPUM

Client: VMWARE
Role: Test Engineer
Team Size: 2
Platform Tested:
Tested across multiple browsers and across all the mobile devices like iPad 2/iPad 4/ iPhone 4/5, Nexus 7/10, Moto-G across ANDROID and IOS platforms.
Description:
VMWRE MKP/VPUM is an app and mobile based application where Vmware can market and showcase their products through various mediums like Videos, PPT's, PDF etc. This specially built for mobile compatibility.

PROJECT #2:
Title: ZUCA (Online shopping website).
Client: ZUCA
Role: Test Engineer
Team Size: 2
Description:
ZUCA website is an online marketing and shopping website which markets and sells various items like high end travel carts, clothing, andther similar products, here QA is involved in the maintenance of the website as well as addressing the hotfixes, updating new products and content provided by client. Here we test online transactions validations using the test accounts. Tested website in all the trending browsers and across all the mobile devices across ANDROID and IOS platforms.

PROJECT #3:
Title: Wipro main Website
Client: Wipro
Role: Test Engineer
Team Size: 5
Platform Tested:
Tested across multiple browsers and across all the mobile devices like iPad 2/iPad 4/ iPhone 4/5, Nexus 7/10, Moto-G across ANDROID and IOS platforms.
Description:
Was involved in the testing of Wipro's Main website along with other QA team, the Wipro site was developed in the current company. Was involved in testing covering all the aspects of a regular website like content, UI, functionality, form etc. is also involved in the maintenance task after the site was released.

PROJECT #4:
Title: ZILLION BETS (GAME)
Client: ZILLION BETS
Role: Test Engineer
Team Size: 5
Description:
ZILLION BETS was an FACEBOOK based social networking Game. This was an online game where one user can create a bet based on an real time scenario (like who will win the 2015 IPL Finals) for a certain amount of virtual coinhich can be purchased

by real cash online, and can invite friends or other players to bet against his bidding, when the real event transpires the winner will be decided through multiple ways.

PROJECT #5:
Title: Cruzecustomaization website (Online shopping website).
Client: Cruzecustomaization
Role: Test Engineer
Team Size:
Description:
Was involved in the testing of Wipro's Main website along with other QA team, the Wipro site was developed in t current company. Was involved in testing covering all the aspects of a regular website like content, UI, functionality, form validaon etc. was also involved in the maintenance task after the site was released.

PROJECT #6:
Title: HappiestMinds Website
Client: HappiestMinds
Role: Test Engineer
Team Size: 2
Platform Tested:
Tested across multiple browsers and across all the mobile devices like iPad 2/iPad 4/ iPhone 4/5, Nexus 7/10, Moto-G across ANDROID and IOS platforms.
Description:
Was involved in the testing of HappiestMind's Main website along with other QA team, Was involved in testing covering all the aspects of a regular website like content, UI, functionality, form validation etc.

PROJECT DETAILS: I am not mentioning the name of the current project since it is an on going project.
(Current Project)
Role: Test Engineer
Team Size: 1

Platform Tested:
Tested across multiple browsrs and across all the mobile devices like iPad 2/iPad 4/ iPhone 4/5, Nexus 7/10, Moto-G across AN ROID and IOS platforms.
Description:

This is a cloud based application which help the client to present and market their product in a batter way. This is a Current project I am working so cannot be explained in detail.

GAMING EXPERIENCE:

Have good knowledge and experience with all the gaming platforms like, X-Box 360, PS 2, PSP, and Nintendo and PC games.

Games Played:

First Person Shooting:
Medal of Honor Series, Counterstrike, IGI, Modern Warfare, Gears Of War Etc.

Strategy Games:
Age of Empires, Age of Mythology, Total War Series, Red Alert etc.

Racing Games:
Moto GP, NFS Series, Take Down etc.

Project Summary

Project Title: Café World, ChefVill, Farm Villae 2 and Zillion Bets.

Client: ZYNGA Games India

System Environment: Windows XP (IE 6, IE7, IE8, FF3, Chrome)

Duration: Mar 2012 – Nov 2013

Team Size: 15

Role: QA Test Engineer

Description:

Have worked on popular Social network games (Web based Games) which are the products

ofZynga such as Café World, Farm Ville 2 and Bubble safari India. Café World is

a multiplayer restaurant simulation social network game created by Zynga. It

launched in September 2009. Available on Facebook, players strive to become a master

chef and build a food empire by completing catering orders.

PERSONAL PROFILE

Name   : xxxxxx
Date of birth   : dd-mm-yyyy
Gender   : xxxx
Nationality   : xxxx
Hobbies   : Hockey, Basketball and Painting.