Farrukh Bashir
Game Test Engineer

CONTACT

Phone: +966-55-3183626   **Address**: Jubail, Eastern Province, KSA
Email: bfarrukh53@gmail.com   **Portfolio**: https://farrukhsqaengineer.vercel.app/

PROFILE

Software Engineer with 4+ years of experience in game testing and level design. Proficient in identifying bugs, performing QA, and ensuring smooth functionality across Android and iOS platforms. Skilled in creating engaging levels, writing game documentation, and collaborating with developers to enhance gameplay and user experience. Passionate about delivering high-quality and immersive gaming solutions.

SKILLS

Game Testing & QA : Functional Testing, API Testing, Localization Testing, Regression Testing, Load & Stress Testing, Pre & Post-release Verification

Game Design :   Level Design, Game-play Balancing, Game Design Documentation (GDD), Objectives

Tools :- Postman, Jira, Jmeter, Slack, Canva, MS Office, Monday.com, Google Sheets & Docs, TestRail, Bugzila, Google Analytics, Github

Platforms :- Android , IOS, Web-based Games

PROFESSIONAL EXPERIENCE

NextAge Technologies | Quality Assurance Expert   **Mar 2023 - Feb 2025**

- Performed functional, localization, load, and stress testing for mobile (Android/iOS) games to ensure high quality and stability.
- Designed and optimized game levels, enhancing player engagement and overall gameplay experience.
- Reported and documented bugs, wrote test cases, and collaborated closely with developers to resolve issues efficiently.
- Prepared and maintained Game Design Documents (GDD) and supported post-release testing to verify performance and behaviour.
- Created and managed detailed test cases in TestRail, ensuring complete coverage of functional and regression testing.
- Collaborated with cross-functional teams (developers, designers, and project managers) in Agile/Scrum environments to deliver high-quality game releases on time.

PROFESSIONAL EXPERIENCE

Apex Bound Studio | SQA Engineer   Jan 2021 - Feb 2023

- Assisted in implementing and testing new gameplay mechanics, ensuring smooth integration with existing game systems.
- Monitored game analytics and player behavior using Google Analytics, providing insights to improve level design and engagement.
- Supported cross-platform game testing, identifying platform-specific issues and ensuring consistent performance across devices.
- Participated in brainstorming sessions for new features, levels, and storylines, contributing creative ideas to enhance game experience.
- Automated repetitive test scenarios using basic scripting, reducing manual testing effort and speeding up release cycles.

Mizo Studio | SQA Engineer   Jun 2020 - Sep 2020

- Gained practical experience in game testing and hands-on use of various testing tools.
- Learned to create and execute detailed test cases for different game scenarios.
- Acquired skills in Game Design Documentation (GDD), outlining gameplay mechanics and level design.
- Contributed to game concept development and actively participated in Scrum meetings with the development team.

EDUCATION

Bachelor's Of Science in Software Engineering
The University Of Lahore
2018 - 2022

F.S.C (Pre Engineering)
Kips group of Colleges
2015 - 2017

CERTIFICATES & ACHIEVEMENTS

Mazdoor.com
For my Final Year Project (FYP), our team developed Mazdoor.com, a Flutter-based mobile application designed to provide doorstep services such as labour, plumbing, and cleaning. The project focused on creating a seamless and user-friendly experience, allowing users to easily request services, track bookings, and communicate with service providers.

Esports
As an eSports player, I have competed in Tekken, Call of Duty, and PUBG Mobile, achieving top positions at both university-level and inter-university tournaments. These experiences helped me develop strong teamwork, strategic thinking, and quick decision-making skills, while representing my university in multiple competitions and honing my competitive and leadership abilities.