

Harshit Shah

Team Lead | Scrum Master | Game Testing Engineer | AR/VR Game |
Test Automation

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EXPERIENCE

Yudiz Solutions Limited, Ahmedabad — Team Lead

December 2019 - PRESENT

I am a **Team Lead Quality Analyst, Scrum Master**, and have managed development teams. My experience includes testing e-commerce platforms, blockchain websites, AR/VR solutions, games, and leading projects using **Agile methodology**. I thrive in innovative, collaborative environments where I can apply my skills, grow continuously, and contribute with a positive mindset.

EDUCATION

L.J Institute of Computer Application, MCA

2015 - 2020

LANGUAGES

English, Hindi, Gujarati

Skills

- **Methodologies & Roles:** Agile, Scrum Master
- **Testing Domains:** E-commerce, Blockchain, AR/VR, Mobile, PC Applications, Web Testing, Games
- **Programming Languages:** HTML, Python
- **Databases:** SQL, MongoDB
- **Project Management Tools:** JIRA, Trello
- **Version Control Systems:** GitHub
- **API Testing Tools:** Postman, Burp Suite
- **Automation Testing:** Selenium WebDriver

PROJECTS

TeenPatti Malamaal

Tech Stack: Unity (C#), Android & iOS

Role: QA Lead, Scrum Master

Project Description: TeenPatti Malamaal is a 2D online multiplayer card game where players can compete in various modes, challenging friends or random opponents. As **QA Lead** and **Scrum Master**, I managed testing efforts across platforms, ensured game stability, and collaborated with the development team for continuous improvement through Agile practices.

URL: [TeenPatti Malamaal on Google Play](#)

Spinnow Ludo

Tech Stack: Unity (C#), Android & iOS

Role: Sr. QA

Project Description: Spinnow Ludo is a 2D online multiplayer board game where players can compete in different modes against friends or random opponents. As Senior QA Engineer, I lead the end-to-end QA strategy, ensuring test coverage across platforms, validating game stability and performance, and driving defect prevention through early collaboration with developers. I also facilitated Agile ceremonies, streamlined test processes, and championed continuous improvement to enhance overall product quality and player experience.

URL: <https://spinnow.in>

Pickle Ball stars

Tech Stack: Unity (C#), Android & iOS

Role: Sr. QA

Project Description: Pickleball Stars – A 3D mobile pickleball game with real-time physics and multiple play modes. As Senior QA, I lead testing across platforms, ensured stability and performance, streamlined Agile processes, and collaborated with developers to deliver high-quality releases.

URL: [Pickleball Stars on Play Store](#)

BFK Warzone

Tech Stack: Unity (C#), Android & iOS, Block Chain

Role: QA Lead, Scrum Master

Project Description: BFK Warzone is a 2D online multiplayer warzone game with NFT integration, allowing users to buy, sell, and use NFTs in gameplay. As QA Lead and Scrum Master, I led testing efforts for NFT functionality, ensured secure transactions, and worked closely with developers in an Agile environment to deliver high-quality features.

URL: [BFK Warzone](#)

Canonica

Tech Stack: WordPress

OS Platform: Web

URL: [Canonica](#)

Role: QA Lead, Scrum Master

Project Description: Canonica is an e-commerce site selling premium chocolates made from natural ingredients. As Scrum Master and QA Lead, I facilitated the Agile process and led testing to ensure high-quality standards and a seamless shopping experience.

VR Retail Store

Tech Stack: Unity (C#), Oculus OS

Role: QA Lead, Scrum Master

Project Description: The VR Retail Store is a mixed-reality application that allows users to try on outfits virtually and make purchases. As QA Lead and Scrum Master, I coordinated the testing of VR functionalities, ensuring a seamless user experience and close collaboration with the development team for rapid iteration.
