Saurabh Gope

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Summary

Experienced Software Developer specializing in systems architecture, automation frameworks, and high-performance engineering for AAA games. Proficient in game engines, web development, and scalable software design, with a deep understanding of CI/CD pipelines, microservices, and defect detection frameworks. Adept at designing automation solutions, optimizing engineering workflows, and driving software quality through Behaviour-Driven Development (BDD) and Agile methodologies. Passionate about designing robust, scalable systems that enhance performance and maintainability across projects.

Skills

- Programming Languages: C++, Python, C#
- Backend Development: Django, Flask, DotNet, RESTful APIs, Event-Driven Architecture, Asynchronous Processing,
- System Architecture: Microservices, High-Performance Computing, Distributed Systems, SOLID
- Compilers: MSVC, Clang
- Graphics: OpenGL, SFML, Vulkan
- Automation: Selenium, Ranorex, Appium
- Databases: SQL Server, PostgreSQL, MongoDB
- DevOps: TeamCity, Jenkins
- Cloud: Docker, Kubernetes
- Version Control: Git, Perforce

Experience

Senior R&D Engineer   *October 2024 – Present*
Ubisoft India Pvt Ltd, Pune

- Led the design and development of scalable automation solutions, enhancing test coverage and improving software reliability.
- Designed automation solutions that increased test automation coverage by 40%, reducing regression cycles, and improving release efficiency.
- Researched and integrated Data-Driven Testing, UI-based test automation, and microservices into development workflows.
- Drove initiatives for quality improvements in tools, which was helpful in reducing defect rate of product.
- Developed reusable and modular automation solutions, ensuring scalability across multiple game projects.
- Mentored juniors with project on boarding and relevant trainings.
- Collaborated with production and QA teams to drive performance tuning, stability enhancements, and automation best practices.

R&D Engineer   *October 2022 – October 2024*
Ubisoft India Pvt Ltd, Pune

- Designed and maintained high-performance automation frameworks for game validation and defect detection.
- Automated core features for live operations testing, significantly improving test reliability and reducing manual intervention.
- Built custom analytics tool for tracking automation effectiveness and providing QA/QC KPIs to stakeholders.
- Integrated RESTful APIs for test data collection, enabling real-time reporting and trend analysis.
- Actively involved in agile ceremonies, and was tech SPOC for assigned project

Senior Quality Engineer & similar roles   *April 2016 – October 2022*
Ubisoft India Pvt Ltd, Pune

- Designed and executed test plans, automation scripts, and debugging workflows for AAA games.
- Created custom tools to improve QC processes, reducing manual effort and enhancing workflow efficiency.
- Managed test frameworks and CI/CD integration, improving software quality and development speed.
- Coordinated with global production teams to optimize quality assurance pipelines.

Projects

For Honor, Released 2016   *(C++, Anvil Engine)*

- For Honor is a AAA third-person fighting game, currently in its 10th year of live production.
- Created hooks and statements in the game engine to facilitate automation.
- Deployed 26 automated solutions that cover 40% of testable features.

Prince of Persia - Sands of Time Remake, Release Date 2026   *(C++, Anvil Engine)*

- Prince of Persia - Sands of Time Remake is an action-adventure game.
- Created hooks and statements in the game engine to facilitate automation.
- Automated 95% of smoke tests and acted as the tech SPOC for the project.

Data-Driven Test Automation Framework   *(C#, .NET, MongoDB, REST)*

- Framework aimed to reduce maintenance of automation scripts, significantly reducing development time by 90%.
- Designed the data validator and data processing modules.
- Implemented a config-based system that allows quick switching between contexts and generates test automation data.

Custom Reporting Solution   *(C#, .NET, REST, RazorPages)*

- Created a reporting solution to better showcase automated test results.
- Used the Strategy pattern to design a custom template library that processes custom data and generates HTML reports.
- Built API services for automated test data collection.

Crash Reporting Tool   *(Python, Qt, SQL)*

- Developed a python tool that queries a crash service and generates reports for specific build versions.
- Reduced manual efforts from 1 hour to just a few seconds.
- Scaled the solution to other projects within the studio.

Education

Bachelor of Engineering, Electronics - *First Class*   2015
University of Pune, Pune

Higher Secondary Certificate, 12th - *First Class with Distinction*   2011
Rosary Junior College, Pune

Indian Certificate of Secondary Education, 10th - *First Class with Distinction*   2009
The Bishop's School, Pune