

# Szeto Jia Win

kennyszeto98@gmail.com | +60194134287 | , | www.linkedin.com/in/szeto-jia-win/

## Summary

Game QA Lead with 5+ years of experience, leading QA teams, building efficient QA pipelines, and improving overall testing workflows. Skilled in coordinating with cross-functional teams, managing bug tracking, and ensuring full test coverage across development cycles. Focused on delivering stable, high-quality game builds on schedule across PC, Mobile and Consoles.

## Skills

- **Tools & Software:** OBS Studio, Google Docs, Confluence, Jira, Notion
- **Game Engines:** Unreal Engine, Unity
- **Testing:** Test Case Design, Regression Testing, Ad-hoc Testing, Compliance Testing (Xbox/PS4/Nintendo Switch), Playtest Coordination
- **Processes & Methods:** QA Documentation, Team Leadership, Cross-Functional Communication, Agile/Scrum, PC/Mobile/Console QA

## Work Experience

### Ammobox Studios

#### Game QA Lead

Sep 2023 — Present

- Spearheaded the design and implementation of a comprehensive QA pipeline, streamlining testing and issue tracking
- Led a team of QA testers across multiple projects ensuring consistent standards and on-time milestone delivery
- Utilized tracking tools to log, monitor, and verify issues with high-quality, reproducible bug reports
- Analyzed test data to produce QA status reports, defect trends, and regression risk assessments
- Defined test plans, test cases, and strategies across PC, console, and mobile platforms
- Mentored junior QA staff and introduced targeted online training and upskilling initiatives
- Coordinated playtesting events and triaged player-reported bugs for timely resolution
- Games worked on include 'Eximius - Seize the Frontline (FPS Strategy Hybrid)', 'Chronoforge (Action RPG)', and 'IP 360 (Metaverse)'

### Shani Entertainment

#### Game QA Specialist

Apr 2022 — Dec 2022

- Logged and tested critical bugs for the NFT crypto game 'Tapwar' and provided actionable feedback
- Reviewed and optimized legacy test cases to match current features and QA standards
- Authored comprehensive test cases for new features
- Mentored new QA members during probation to accelerate onboarding
- Games worked on include 'Tapwar(NFT Crypto Puzzle Game)'

### Larian Studios

#### Intermediate Game QA

Feb 2020 — Feb 2022

- Worked on Divinity: Original Sin 2 and Baldur's Gate 3
- Promoted from Junior to Intermediate QA within 10 months
- Logged high-priority bugs and provided clear, actionable feedback to developers
- Managed and updated Critical Paths and collaborated closely with scripters
- Researched internal QA tools and delivered a presentation that improved workflow efficiency
- Organized and conducted playtesting sessions
- Games worked on include 'Divinity Original Sin 2' and 'Baldur's Gate 3'

### Streamline Studios

#### Game QA (Intern)

May 2019 — Aug 2019

- Performed sanity and ad-hoc testing to support build stability
- Assisted in organizing playtesting sessions and capturing player feedback
- Started learning compliance testing for PlayStation and Nintendo platforms
- Games worked on include 'Nightstream (Mobile Endless Runner)', 'Sniper Ghost Warrior Contracts (FPS)', and 'Bake'N Switch (Party Game)'

## Education

### Limkokwing University College of Creative Technology

Jan 2016 — Dec 2019