Szeto Jia Win

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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   Sep 2023 — Present
Game QA Lead
- 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

Shani Entertainment   Apr 2022 — Dec 2022
Game QA Specialist
- 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

Larian Studios   Feb 2020 — Feb 2022
Intermediate Game QA
- 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

Streamline Studios   May 2019 — Aug 2019
Game QA (Intern)
- 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

Education

Limkokwing University College of Creative Technology   Jan 2016 — Present