

Jan Rozbicki – CV

Basic information

- **Born:** February 9, 1991
- **Residence:** Warsaw, Poland
- **Citizenship:** American, Polish
- [MobyGames profile](#)

Selected game credits

- **QA Team Leader** for *The Witcher 3: Wild Hunt – Complete Edition*
- **QA Compliance Engineer** for *Mortal Kombat 11*
- **Localization QA Tester** for *Thronebreaker: The Witcher Tales*
- **Functional QA Tester** for *Yakuza: Kiwami 2*, *Metro: Exodus*, *Outriders*, *Empire of Sin*

Education and work

Education:

- **2007–2010:** High school, I SLO “Bednarska” (Finished)
- **2014–2017:** American Studies Center at the University of Warsaw (Five semesters)

Work:

- **2014–2018:** Freelance proofreading/copy editing (English) and translations (Polish to English)
- **2018–2021** (3 years, 5 months): **QA Tester** at **QLOC**
 - 20 months: **QA Tester** (Functional and linguistic testing (English))
 - 16 months: **QA Specialist** (Functional, linguistic (English) and compliance testing)
 - 5 months: **QA Compliance Engineer** (Compliance testing)
- **2021–2023** (1 year, 7 months): **QA Team Leader** at **QLOC**

Skills, experience and traits

Video game QA experience:

- Software: Jira, Confluence, Microsoft Excel, TestRail, Mantis, SDKs for major consoles;
- Extensive experience with functional, linguistic and compliance testing, including knowledge of first-party certification requirements for Xbox One/Series consoles and Windows Store;
- Extensive knowledge and testing experience of numerous game genres, including: Third-person action games, first-person shooters, fighting games, strategy games, RPGs, card games and more;
- QA team leading: Creating test cases, creating report templates, compiling and writing feedback and reports (including EOD reports for the development team), gathering performance metrics, compiling MTBF data, communicating with clients, evaluating testers’ work;
- Ability to identify rendering techniques used by modern game engines and common issues with them;
- Experience working with all major gaming platforms (PC, Xbox, PlayStation, Nintendo Switch), with a particular emphasis on PC and Xbox.

Other skills and traits:

Native speaker of English and Polish; basic audio, video and image editing skills; experience with remote work and communication; flexibility with working hours; American and Polish cultural context