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EXPERIENCE

Jio Platform Limited

Navi Mumbai

Associate QA Engineer

Dec 2023 – Present

- Automated web scraping pipelines using Playwright (Python) to extract competitor game data, reducing manual effort by 60 percent and accelerating analysis workflows by 2x.
- Validated 75+ games and resolved 500+ issues through debugging and console analysis. Improved game performance, stability, and player experience by 2x.
- Built a RAG-based AI assistant for the JioGames platform that enabled self-service knowledge access, cutting dependency on senior engineers and issue resolution time by approximately 60 percent.
- Managed QA and Pre-QA status for 9,000+ games, automating status tracking and weekly reporting using Power BI dashboards, reducing manual reporting effort by approximately 65 percent and improving visibility across the JioGames platform.
- Built 10+ sample games with integrated JioGames SDKs, allowing partner developers to quickly reference working implementations and eliminating confusion during SDK integration.

SKILLS

- Programming Languages:** Python, JavaScript
- Web Development:** HTML, CSS, React.js
- Databases:** MySQL, MongoDB, Vector Database
- Tools and Technology:** Git, Postman, Jira, Jenkins, Docker, and Kubernetes
- Frameworks:** Selenium, Cypress, Playwright

EDUCATION

Lakshmi Narain College of Technology,

Bhopal, Madhya Pradesh

B.Tech in Information Technology

Aug 2019 – June 2023

CGPA: 8.5

PROJECTS

QA Automation Assistant ([Link](#))

- Built an AI-powered QA Automation Assistant to answer Manual Testing, Automation, Selenium, Playwright, Cypress, API Testing, and QA interview questions using a full-stack architecture.
- Implemented a Node.js + Express backend integrated with Google Gemini REST API, including secure environment variable management, proper error handling, and cloud deployment.
- Tech Stack: HTML, CSS, JavaScript, Node.js, Express.js, Google Gemini API, Git, Render

Block Count - Real Time Multiplayer Game ([Link](#))

- Developed and deployed a real-time multiplayer browser game using JavaScript (Canvas API) with a Node.js + Express + Socket.IO backend supporting cross-platform gameplay on desktop and mobile.
- Implemented OTP-based matchmaking, countdown timer, score syncing, touch + keyboard controls, automatic winner logic and restart cycle for smooth online gameplay.
- Gained hands-on experience in real-time synchronization, event-driven architecture, game loop optimization, CI/CD deployment on Render, and version control with Git GitHub.
- Tech Stack: JavaScript, HTML, CSS, Canvas API, Node.js, Express.js, Socket.IO, Git, GitHub, Renders

COURSEWORK

- Introduction to Selenium - ([Link](#))
- Generative AI - ([Link](#))
- AWS Fundamentals - (In Progress)

OTHER ACTIVITIES

- Attended Waves 2025 at the Jio World Centre, Mumbai, and gained insights into AI, VR, Gaming, Automation, and digital platforms