



Alexandru-Daniel Sarbu

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WORK EXPERIENCE

Freelance – Bucharest, Romania

City: Bucharest | Country: Romania

React Developer

[09/2022 – Current]

- Developed websites and web applications for various freelance contracts.
- Build multiple projects using the following technologies:
 - React
 - CSS
 - HTML
 - JavaScript
 - SASS
 - Styled Components
 - Typescript
- Integrated third-party API and services to enhance functionality, streamline data exchange and improve application performance.
- Tested applications for bugs and performance to identify and resolve critical issues ensuring optional application stability and efficiency.
- Deployed web applications using Vercel, ensuring fast and reliable delivery through modern CI/CD workflows.
- Built reusable code libraries and UI components reducing development time for new features.
- Implemented fully responsive user interfaces ensuring seamless functionality across desktop, tablet and mobile devices.
- Designed and developed functional user-friendly web and mobile applications improving usability scores in client feedback.
- Delivered website maintenance and enhancements ensuring 24/7 update and continuous performance improvements.
- Developed and tested applications across multiple browsers platforms and devices preventing cross-compatibility issues and improving user satisfaction.
- Optimized applications for speed and scalability improving load times on high-traffic pages.


Ubisoft SRL – Bucharest, Romania

City: Bucharest | Country: Romania

QA Specialist

[06/2022 – Current]

- Executed functional, regression and performance testing across multiple projects, improving stability and reducing critical pre-release defects.
- Mentored junior specialists in understanding SRS documentation and proper issue reporting, enhancing bug report quality and reducing invalid reports.
- Coordinated test passes and risk assessments in line with project timelines, optimizing resource allocation and reducing last-minute delays.
- Actively engaged with developers, compliance specialists, and online programmers in weekly meetings, driving smoother SRS implementation and faster feature integration.
- Maintained organized project documentation in OneNote and Loop and resolved IT support tickets to minimize hardware-related disruptions during testing.
- Created standardized test cases using Excel and Google Sheets, improving cross-team cooperation and boosting test execution efficiency.
- Authored a step-by-step TestRail tutorial for SRS tracking, which was adopted department-wide, streamlining test case management and standardizing QA processes.
- Conducted networking and QoS tests under extreme conditions (bandwidth, latency, packet loss), identifying critical connectivity issues that led to server optimizations and reduced latency spikes.
- Consistently provided manual testing and actionable feedback on implementation quality, contributing to multiple successful project sundowns.


 **Ubisoft SRL** – Bucharest, Romania

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Software QA Analyst

[09/2020 – 05/2022]

- Designed and executed test plans, test cases and test scenarios based on SRS documentation, achieving 80% defect detection in early builds and reducing costly late-stage fixes.
- Performed manual functional testing on Ubisoft projects, delivering actionable feedback to developers that improved implementation quality and reduced defect leakage.
- Validated functionality across PC, Stadia, Xbox One, Xbox Series X, PS4, PS5, macOS, mobile and Nintendo Switch, ensuring cross-platform stability and resolving platform-specific issues for a smoother user experience.
- Conducted comprehensive system testing covering Ubisoft Connect, APIs, monetization/live ops, cross-platform services, stats and sanction systems, mitigating critical service disruptions and improving overall system reliability.
- Performed gray box testing with internal tools (Ubisoft Connect, Online Services Tool, DNA, News Viewer), uncovering backend inconsistencies that enhanced system stability.
- Acted as a liaison between stakeholders, developers and cross-functional teams (QC, Online Services Tech Operators, DNA, Ubisoft Connect), ensuring smoother integration of online features and faster resolution of cross-team issues.
- Delivered weekly test reports to developers and stakeholders, cutting average bug resolution time through proactive communication and clear defect prioritization.
- Built advanced Jira dashboards to track issues across multiple projects, improving visibility, streamlining prioritization, and reducing defect resolution time.

 **Ubisoft SRL** – Bucharest, Romania


City: Bucharest | Country: Romania

QC Coordinator/ Task Lead

[12/2019 – 08/2020]

Tom Clancy's Franchise (Ghost Recon Frontline)

- Guided junior testers in mastering Jira QC processes for bug reporting, leading to higher-quality submissions, a sharp reduction in invalid issues, and faster bug resolution cycles.
- Trained the QA team on creating test cases based on game design Confluence pages, increasing tester autonomy and reducing supervision needs, which boosted efficiency in daily operations.
- Represented the QA team in QC-Developer prioritization meetings, aligning test execution with development goals and supporting the creation of automation test cases that improved coverage and reduced manual testing.
- Leveraged Teabox and Perforce to set up multiplayer servers, coordinating cross-team test sessions and integrating renderless clients into workflows for large-scale multiplayer validation.
- Utilized Dtest (Cucumber) automation tool to manage renderless clients and conduct performance testing on project servers, generating latency reports that identified optimizations resulting in a 20% reduction in server response times and an improved gameplay experience.

 **Ubisoft SRL** – Bucharest, Romania


City: Bucharest | Country: Romania

Task Lead

[02/2019 – 11/2019]

Tom Clancy's Franchise (Ghost Recon Breakpoint)

- Managed and mentored 25 junior testers on, boosting team productivity and improving issue detection efficiency during Walkthrough and Open Beta phases.
- Organized and assigned tasks across the QA team, forming specialized PvP and PvE sub-teams that delivered comprehensive test coverage while reducing overall testing time
- Created a detailed Jira bug reporting guide, reducing invalid bug submissions and elevating the overall quality of issue tracking for the project.
- Developed and maintained test cases and documentation for the QA team, while delivering structured reports such as Daily Reports to the Production team, ensuring faster issue resolution and helping the project hit key milestones on schedule.
- Mediated and resolved internal team conflicts, fostering a collaborative and proactive environment that improved team morale and overall QA efficiency.

 **Ubisoft SRL** – Bucharest, Romania

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Game Tester

[07/2017 – 01/2019]

Tom Clancy's Franchise (Ghost Recon Wildlands & Rainbow Six Siege)

- Performed effective testing on Ghost Recon Wildlands and Rainbow Six Siege projects covering Campaign, Challenges, Matchmaking, Walkthroughs, Level Design, Progression, Performance metrics and Multiplayer aspects.
- Collaborated closely with developers and designers to validate level design and performance metrics, reducing critical in-game issues before release.
- Leveraged QA tools including Jira, Excel, Confluence, Artemis, Harbour, and Oasis to streamline bug tracking and test case management, improving overall test efficiency.
- Created detailed onboarding and testing documentation that reduced training time for new testers by 30%, while also standardizing workflows for external QC teams to align with Ubisoft's testing protocols.
- Supported projects like Far Cry 5 and Assassin's Creed Origins by assisting in final-stage testing, uncovering and verifying game-breaking bugs ensuring a smooth performance at release.

 **SC U.S. Food Network S.A** – Bucharest, Romania

City: Bucharest | Country: Romania

Cook

[07/2015 – 09/2015]

- Satisfied orders under pressure, improved my time management and multitasking skills.

EDUCATION AND TRAINING

Environmental Technician and Environmental Quality Protection

Technical College Petru Poni Onesti [2009 – 2013]

Chemical Engineer

Politehnica University of Bucharest, Faculty of Applied Chemistry and Materials Science [2013 – 2017]

LANGUAGE SKILLS

Mother tongue(s): Romanian

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

French

LISTENING A1 READING A1 WRITING A1

SPOKEN PRODUCTION A1 SPOKEN INTERACTION A1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

SKILLS

Internet user / Test Rail / Microsoft Powerpoint / Microsoft Word / Microsoft Excel / Jira Dashboards / Microsoft Office / Google Drive / Outlook / Atlassian Confluence / LinkedIn / Microsoft Teams / Harbour Portal / Teabox / React JS, React Route, React Hooks, React Dom / Programming in React/ React Native / Begginer JavaScript for WebDevelopment / WEB; Web Developer / HTML, CSS and SCSS / React Styled Components / Javascript, TypeScript

Personal skills

Organizational and planning skills / Team-work oriented / Motivated / Good listener and communicator / Critical thinking / Conflict resolution / Decision-making / Analytical skills / Reliability / Responsibility