



Alexandru-Daniel Sarbu

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WORK EXPERIENCE

Manual QA

Ubisoft SRL [06/2022 – Current]

City: Bucharest | **Country:** Romania

- Executed functional, regression, and performance testing across assigned projects, ensuring stability and optimizing performance leading to a 20% reduction in critical defects before release.
- Assisted junior specialists in understanding SRS and accurately reporting issues during tests, which improved bug report quality and reduced invalid reports by 30%, leading to more efficient issue resolution.
- Coordinated project passes based on timelines, identified potential risks, implemented mitigation strategies and optimized resource allocation, resulting in smoother testing cycles and reducing last-minute delays by 25%.
- Initiated discussions with developers on implementing SRS, actively participated in weekly meetings with developers and compliance specialists and collaborated with online programmers on updates. This improved cross-team coordination and accelerated feature implementation.
- Maintained project documentation in OneNote, including two undisclosed projects, ensuring organized and accessible records for the team. Also handled IT support tickets for hardware issues, minimizing disruptions and ensuring smooth testing operations.
- Created test cases for the QA department using Excel and Google Sheets, facilitating better cooperation between teams and increasing testing efficiency by ensuring standardized documentation and execution.
- Developed a step-by-step tutorial on creating projects in TestRail for SRS tracking, which was adopted by the entire department, standardizing processes and improving efficiency in test case management.
- Performed networking tests to evaluate Quality of Service for online titles, analyzing bandwidth, latency, and packet loss under extreme network conditions. This helped identify critical connectivity issues, leading to optimizations that improved server stability and reduced latency spikes.
- Consistently performed manual testing and delivered actionable feedback on implementation quality, leading to multiple successful project sundowns, achieving a 98% pass rate in user acceptance testing

React Developer

Freelance [09/2023 – Current]

City: Bucharest | **Country:** Romania

- Developed websites and web applications for various freelance contracts.
- Build multiple projects using the following technologies:
 - React
 - HTML
 - JavaScript
 - SASS
 - Styled Components
 - Typescript
- Developed responsive UI/UX interfaces ensuring seamless user experiences across multiple devices and screen sizes.
- Integrate 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 optimal application stability and efficiency

Junior Manual QA

Ubisoft SRL [09/2020 – 05/2022]

City: Bucharest | Country: Romania

- Created and executed test plans, test cases and test scenarios aligned with Software Requirements Specification leading to 80% defect detection in early builds.
- Executed detailed manual tests for Ubisoft projects, providing feedback to the developers in implementation and quality of the product.
- Performed functional tests across multiple platforms: PC, Stadia, Xbox One, Xbox Series X, PS4, PS5, MacOS and Nintendo Switch ensuring cross-platform stability and identifying platform specific issues leading to smoother user experience.
- Conducted comprehensive system tests covering Ubisoft Connect, API, Service Failure, Monetization/Live Operations, Online Services Stats, Cross-Platform and Reputation & Sanction systems, identifying and resolving major service disruptions that improved system stability.
- Carried out gray box testing with internal tools such as Ubisoft Connect, Online Services Tool, DNA, and News Viewer, uncovering backend inconsistencies that enhanced system reliability.
- Served as a key liaison between stakeholders, developers and teams such as QC, Online Services Tech Operators, DNA, Ubisoft Connect and Online Services, facilitating clear communication and collaboration. This improved issue resolution speed and ensured smoother integration of online requirements features across multiple systems.
- Provided weekly test reports to developers and stakeholders, ensuring timely identification of critical issues and reducing bug resolution time by 25%, leading to a more efficient development cycle.
- Used Jira to create complex dashboards for tracking issues across multiple projects, improving visibility and reducing resolution time by 30% through better issue management and prioritization.

Task Lead and Coordinator

Ubisoft SRL [12/2019 – 08/2020]

City: Bucharest | Country: Romania

Tom Clancy's Franchise (Ghost Recon Frontline)

- Guided junior testers in mastering Jira QC processes for bug reporting, resulting in higher-quality reports and a significant reduction in invalid issues, improving overall test efficiency and bug resolution time.
- Coordinated team testing efforts and optimized daily operations by training team members in creating test cases from Confluence pages, leading to increased autonomy and a 25% reduction in the need for supervision, allowing for more efficient and independent testing.
- Joined QC-Developer meetings for workload prioritization, where key test scenarios and test execution plans were discussed. Supported the development of automation test cases, which improved test coverage and reduced manual testing time by 30%, leading to faster issue detection and resolution.
- Utilized tools like Teabox and Perforce to create multiplayer servers in order to coordinate the test process and implementing the usage of renderless clients into the testing sessions.
- Used Dtest (Cucumber) automation tool to manage renderless clients during testing sessions and conduct performance testing on project servers, resulting in detailed latency report that identified a 20% reduction in server response times, improving overall gameplay experience.

Task Lead

Ubisoft SRL [02/2019 – 11/2019]

City: Bucharest | Country: Romania

Tom Clancy's Franchise (Ghost Recon Breakpoint)

- Managed and mentored 25 junior testers on the *Ghost Recon Breakpoint* project, improving team productivity, test execution efficiency and faster issue identification by 30% on Walkthroughs and Open Beta sections of the project.
- Led the team by organizing and assigning task ensuring each team member was allocated specific responsibilities. Formed specialized PvP and PvE sub-teams which led to comprehensive test coverage and reduced testing time by 20%, ensuring critical issues were identified early.
- Developed a detailed Jira guide for bug reporting, resulting in more accurate issue tracking and a significant reduction in invalid bugs, improving the quality standard of the submitted issues.
- Created and documented test cases for the team, providing clear guidance for execution. Regularly compiled and submitted detailed test reports to the Production team, including the Daily Report, leading to improved communication and faster issue resolution, which contributed to meeting project milestones on time.
- Addressed and resolved internal team conflicts, promoting a collaborative atmosphere and ensuring that differences were managed constructively, which led to improved team morale and consistent proactivity.

Game Tester

Ubisoft SRL [07/2017 – 01/2019]

City: Bucharest | Country: Romania

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 with the development team to align on design iterations and release schedules
- Mastered QA tools: Jira, Excel, Confluence, Artemis, Harbour, Oasis, improving test coverage, efficient bug tracking and test scenario management.
- Created comprehensive documentation to simplify the onboarding process for new QC testers, reducing training time and improving efficiency in test execution. The documentation was also utilized by an external QC team collaborating with our company, ensuring alignment in testing procedures and standards.
- 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.

Cook

SC U.S. Food Network S.A [07/2015 – 09/2015]

City: Bucharest | Country: Romania

- 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

DIGITAL 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 / ReactJS, React Route, React Hooks, React Dom / Programming in React/ React Native / Beginner 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