



## Sarbu Alexandru-Daniel

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### WORK EXPERIENCE

06/2022 – CURRENT Bucharest, Romania

#### ONLINE REQUIREMENTS / NETWORKING SPECIALIST UBISOFT SRL

##### Technical Expertise

- Continued to conduct UOR tests as needed for projects and provided constructive feedback to the production team on implementation levels and quality.
- Assessed the Quality of Service component across assigned Online titles, evaluating parameters such as bandwidth, latency, and packet loss under extreme network conditions to gauge user impact.
- Performed NAT testing tailored to Ubisoft titles' requirements to ensure proper functioning of matchmaking systems.

##### Project Management

- Maintained ongoing project management efforts to ensure fulfillment of all QC UOR/Networking expectations, consistently delivering appropriate results.
- Developed a comprehensive tutorial on creating projects and adding test suites in TestRail to facilitate UOR test tracking, which was shared with UOR teams globally. Created a test suite for an undisclosed project.
- Utilized OneNote for project documentation across various projects, including two undisclosed ones. Took charge of creating IT support tickets for hardware issues as part of SOS IT responsibilities.
- Initiated discussions with production teams on the implementation of Online services. Engaged in weekly meetings with production teams and compliance specialists, fostering constructive collaboration with online programmers and keeping them informed of any pertinent changes to optimize the game.
- Planned project action points according to project timelines, conducting risk assessments, developing mitigation strategies, and effectively managing resources.
- Assisted junior specialists in comprehending Ubisoft Online Services Requirements and accurately reporting encountered issues during tests.

09/2023 – CURRENT

#### FREELANCE

- During my leisure time, I actively pursued the expansion of my skill set within front-end development, with a focus on mastering technologies such as React JS, JavaScript, CSS, SCSS, and HTML. This endeavor led me to undertake the creation of three distinct projects, each representing various facets of my learning journey:
  - The first project was a blog. For the blog project, I utilized the fetch API method in conjunction with JSON Server to dynamically retrieve and display content, enhancing user interaction and experience.
  - The second project was a project management tool. In the project management tool, I capitalized on local storage functionality, enabling the implementation of efficient data management solutions to streamline project workflows and enhance productivity.

- For the ecommerce project, I harnessed the power of Axios for asynchronous HTTP requests, using a JSON Server, to facilitate seamless data fetching and manipulation capabilities, thereby optimizing user engagement and satisfaction.
- These hands-on experiences provided me with invaluable insights and practical proficiency in web development, underscoring my adaptability and resourcefulness in employing diverse tools and methodologies to address real-world challenges.

09/2020 – 05/2022 Bucharest, Romania

## **ONLINE REQUIREMENTS SPECIALIST UBISOFT SRL**

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### Technical Expertise

- Proficiently verified the functionality of the online component of the game, meticulously adhering to Ubisoft Online Requirements (UOR) checklist tailored for Ubisoft titles.
- Conducted UOR tests as needed, providing constructive feedback to the production team on implementation levels and quality.
- Executed various tests including Ubisoft Connects tests, API tests, Service Failure tests, Monetization/Live operation tests, Ubiservices stats tests, Cross-play & Cross-progression tests, as well as Reputation & Sanction tests.
- Conducted UOR tests across multiple platforms including PC, Stadia, Xbox One, Xbox Series X, PS4, PS5, and Nintendo Switch.
- Acquired proficiency with tools impacting various services and heightened awareness of Ubisoft internal technologies such as Ubiservices, Ubisoft Connect Functionality, Online Services tool, DNA, and News viewer.

### Project Management

- Showcased strong project management abilities by managing various projects concerning Online Features implementations and delivering detailed UOR reports as needed.
- Acted as a crucial intermediary among diverse teams, including Production, QC, and complementary teams such as Online Services, Harbour, Ubisoft Connect PC, DNA, Ubisoft Connect, and Ubiservices.
- Streamlined information gathering from the team to ensure comprehensive coverage and documentation of UOR areas.
- Provided daily progress updates to project management and took charge of summarizing the team's weekly meetings.
- Kept abreast of the latest UOR-specific information from UOR Stakeholders and Production teams, ensuring continuous alignment with project requirements.

12/2019 – 08/2020 Bucharest, Romania

## **TASK LEAD AND COORDINATOR UBISOFT SRL**

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### Tom Clancy's Franchise (Ghost Recon Frontline)

- In the realm of Tom Clancy's Franchise (Ghost Recon Frontline), I played a pivotal role in enhancing the skill set of junior testers within our team, ensuring adherence to established Jira QC processes for bug reporting.
- Efficiently orchestrated team testing efforts to meet daily objectives and imparted knowledge on crafting test cases based on Confluence pages, streamlining our daily operations.
- Actively engaged in QC-Dev meetings to strategize workload prioritization and contributed to troubleshooting renderless client issues during QC game sessions, subsequently developing a comprehensive tutorial for QC teams on renderless client usage.
- Additionally, I leveraged automation tools such as Dtest (Cucumber) scripts to conduct automated tests, further bolstering project efficiency.

02/2019 – 11/2019 Bucharest, Romania

## **TASK LEAD UBISOFT SRL**

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### Tom Clancy's Franchise (Ghost Recon Breakpoint)

- Demonstrated exceptional proficiency in managing objectives for my team within the Tom Clancy's Franchise (Ghost Recon Breakpoint). Assumed a leadership role, exhibiting proactive initiative, and effectively imparted expertise to junior game testers.

- Maintained rigorous adherence to quality standards, ensuring minimal occurrence of invalid issues by testers. Developed a comprehensive document outlining the precise utilization of Jira fields for issue reporting, thereby elevating the quality of bug submissions from the team.
- Exercised considerable autonomy with minimal supervision, crafting test cases utilized by the entire team and providing thorough explanations to all members. Regularly compiled and submitted reports to the Production team based on these test cases, often taking charge of the Daily Report.

07/2017 – 01/2019 Bucharest, Romania

## GAME TESTER UBISOFT SRL

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

- Contributed extensively to the Tom Clancy's franchise, encompassing Ghost Recon Wildlands and Rainbow Six Siege, by undertaking comprehensive testing across multiple facets of the games. This included rigorous evaluation of Campaign Challenges, Matchmaking, Walkthroughs, Level Design, Progression, Performance metrics, and PvP aspects.
- Collaborated closely with the development team to ensure alignment on the latest design iterations, insights, and release schedules, working with the development crew to keep everyone informed about design tweaks and insights, enabling effective planning and testing across teams.
- Mastered various tools and platforms essential for quality assurance, including Jira, Excel, Confluence, Artemis, Harbour, Oasis, Teabox, Dtest (Cucumber), and Perforce. Provided valuable assistance to colleagues in their tasks and actively participated in their skill development.
- Streamlined onboarding processes by creating reusable and easily updatable documentation, thereby enhancing efficiency for new Quality Control (QC) roles and specific tasks.
- Additionally, provided support on diverse projects such as Far Cry 5 and Assassin's Creed Origins, demonstrating adaptability and a commitment to excellence across multiple gaming endeavors.

07/2015 – 09/2015 Bucharest, Romania

## COOK SC U.S. FOOD NETWORK S.A

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

## EDUCATION AND TRAINING

2009 – 2013

### ENVIRONMENTAL TECHNICIAN AND ENVIRONMENTAL QUALITY PROTECTION Technical College Petru Poni Onesti

2013 – 2017

### CHEMICAL ENGINEER Politehnica University of Bucharest, Faculty of Applied Chemistry and Materials Science

## LANGUAGE SKILLS

Mother tongue(s): **ROMANIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
<b>ENGLISH</b>	B2	B2	B2	B2	B2
<b>FRENCH</b>	A1	A1	A1	A1	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 | React JS, React Route, React Hooks, React Dom | Programming in

React/ React Native | Begginer JavaScript for WebDevelopment | WEB; Web Developer | HTML, CSS and SCSS

### **Personal skills**

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