Sarbu Alexandru-Daniel

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WORK EXPERIENCE

06/2022 – CURRENT – Bucharest, Romania
UBISOFT ONLINE REQUIREMENTS / NETWORKING SPECIALIST – UBISOFT SRL

Technical Expertise

- Continued to execute UOR tests when the project required it and offered feedback to the production team on the level and quality of implementation.
- Testing the Quality of Service component, within all the Online titles assigned to the team, using parameters such as bandwidth, latency and packet loss, emulating extreme network conditions to see the impact on the user.
- NAT testing, adapted to the Ubisoft titles' necessities, meant to ensure that the matchmaking systems work as intended.

Project Management

- Continuous project management work, ensuring that every QC UOR/Networking expectation is accomplished, delivering the appropriate results.
- Created an in depth tutorial on how to create a project and how to add test suites in Testrail to keep track on our UOR tests and shared the tutorial with UOR teams worldwide. Created a test suite for an unannounced project.
- Worked with One Note on all of our projects where we keep all of our information on the project, I have even created the One Note pages on two unannounced projects.
- Responsible with SOS IT, whenever any hardware was not working properly I was in charge of creating a ticket to the IT to fix.
- Started various threads with the production teams regarding the implementation of Online services.
- Participated in weekly meeting the the production teams and other compliance specialists establishing constructive collaboration with the online programmers, keeping them up do date with any changes that might help them optimise the game.
- Plan the project's action points according to a project timeline (from Kick-Off to Post Mortem), creating risk assessments, mitigation solutions and properly managing the resources.
- Helped junior specialists in understanding the Ubisoft Online Services Requirements and correctly reporting any issue encountered during the tests.

09/2020 – 05/2022 – Bucharest, Romania
UBISOFT ONLINE REQUIREMENTS SPECIALIST – UBISOFT SRL

Technical Expertise

- Verified the behavior of the online part of the game and made sure to respect the Ubisoft Online Requirements (UOR) checklist specific to Ubisoft titles.
- Executed UOR tests when the project required it and offered feedback to the production team on the level and quality of implementation.
- Performed Ubisoft Connects tests, API tests, Service Failure tests, Monetization/ Live operation tests, Ubiservices stats test, Cross-play & Cross-progression tests; Reputation & Sanction tests.
- Performed UOR tests on multiple platforms such as PC, Stadia, Xbox one, Xbox Series X, PS4, PS5 and Nintendo Switch.
- Learned and worked with tools that impact different services as well as increasing awareness on Ubisoft internal technologies (Ubiservices, Ubisoft Connect Functionality; Online Services tool; DNA; News viewer).

Project Management

- Managed multiple projects in terms of Online Features implementations and provided UOR reports accordingly.
- Collaborated and act as a liaison between multiple teams such as Production teams, QC teams and complementary teams (Online Services; Harbour; Ubisoft Connect PC; DNA; Ubisoft Connect; Ubiservices).
- Coordinated and centralized information received from the team and ensure the UOR areas are fully covered and documented.
- Reported the evolution of the tests to the management of the projects on a daily basis.
- Responsible with the sum-up of the team's weekly meetings.
- Was up to date with all the UOR specific information provided by the UOR Stakeholders and Production teams.

12/2019 – 08/2020 – Bucharest, Romania
TASK LEAD AND COORDINATOR – UBISOFT SRL

Tom Clancy's Franchise (Ghost Recon Frontline)

- Improved expertise among young testers within the team, assuring that all the established Jira QC processes are followed when reporting a bug within the team.
- Coordinated the team tests towards finishing the daily tasks.
- Taught the team how to create testcases based on confluence pages to ease up our daily work.
- Participated on QC-Dev meetings in order to devise a plan on prioritizing the workload.
- Performed tests with renderless clients in QC game sessions, troubleshooting with devs afterwards and in the end created an in-depth tutorial for the QC teams on the project on the usage of the renderless clients.
- Performed automated tests on the project by adapting Dtest (Cucumber) scripts.

02/2019 – 11/2019 – Bucharest, Romania
TASK LEAD – UBISOFT SRL

Tom Clancy's Franchise (Ghost Recon Breakpoint)

- Very efficient with objectives set up for my team.
- Assumed the leadership role within the team, showed initiative and managed to pass on part of my expertise to several Junior Game Testers.
- Made sure that the Testers respect the quality of bugs standard, keeping the number of invalid issues to a minimum.
- Created a document explaining in detail which Jira fields must be used when reporting an issue, in order to raise the quality of the bugs submitted by the team.
- Managed to show a great degree of autonomy, with minimum oversight.
- Devised test cases that were used by the entire team, as well as explaining the testcases to all team members.
- Sent reports to the Production team based on said testcases, and was responsible for the Daily Report most of the times.

07/2017 – 01/2019 – Bucharest, Romania
GAME TESTER – UBISOFT SRL

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

- Involved in testing several areas of these games, worth mentioning Campaign Challenges, Matchmaking, Walkthrough, Level Design, Progression, Performance tests and PvP.
- Worked closely with the development team to make sure the team and fellow testers that worked on the same area on other teams had all the newest design, insight and release schedule to be able to plan accordingly and test effectively.
- Learned how to efficiently use several tools and platforms, from Jira, Excel and Confluence, to Artemis, Harbour, Oasis, Teabox, Dtest (Cucumber) and Perforce.

- Helped colleagues both in their tasks and in developing their skills.
- Created reusable and easily updatable documents to facilitate onboarding both for QC roles and specific tasks.
- Offered support on other projects like Far Cry 5 and Assassin's Creed Origins.

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	
ENGLISH	B2	B2	B2	B2	B2
FRENCH	A1	A1	A1	A1	A1

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

DIGITAL SKILLS

My 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 | Skype | Google Docs | Power Point