

Adrian-Stefan Trandafir

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Summary

Detail oriented and highly motivated QC Tester, with 2.5 years of comprehensive testing expertise with a strong track record of ensuring high-quality gaming products. Who is proficient and methodical in identifying, documenting, and reporting defects, as well as collaborating closely with cross-functional teams.

Challenge oriented mindset focused on problem solving while containing an overwhelming urge to provide enterprise-level services.

Highlights

Achieved a perfect 100% rating in Validity Rate, demonstrating swift Submission Response times of approximately 0 seconds while managing a volume of 68 bugs. Reached the leading position within the team and secured the 4th rank among all BUC testers.

Earned top score for Team Collaboration by consistently facilitating information exchange with both the team and development testers to resolve game-related issues.

Core Strengths

Skills

- Effectively creating and executing test case
- Proficient manual testing methodologies and techniques
- Fast adaptability of recent design modifications and procedures
- Proficient in utilizing bug tracking systems like JIRA
- Strong foundation of programming basics
- Proficient in multiple programming languages (C++ | C# | Java, HTML, CSS)
- Excelling at identifying and rectifying complex issues withing code
- Good understanding of database concepts
- Keen attention to details
- Ensuring product stability through regression testing
- Actively enhancing testing methodologies and workflows
- Prioritizing end-user experience

- Excellent communication and collaboration within cross-functional teams
- Sharp visibility for subtle defects and irregularities
- Innovative testing edge-cases scenarios

Networking Experience

INTRODUCTION TO NETWORKS V7.02

- Basic Network Connectivity and Communications
- Ethernet Concepts
- Communicating Between Networks
- IP Addressing
- Building and Securing a Small Network

Certifications

- Jira Apprentice Certification
- CCNA 1 v7

Personal Projects

SPACE SHOOTER PRO (OCTOBER 2020 – JULY 2022) - [PLAY ON BROWSER](#)

- Orchestrated game logic for player and other entities, achieving desired behavior.
- Seamlessly linked multiple game objects through script communication, ensuring null-checking.
- Engineered intricate spawning system with multiple routines for enhanced gameplay dynamics.
- Crafted intuitive UI, featuring a robust lives system and seamless game over progression.
- Engineered a user-friendly Main Menu system, integrating New Game, Leaderboard, Settings, and Exit functionalities.
- Implemented secure Login System via Microsoft Azure PlayFab database, enhancing user engagement.
- Devised an impactful Leaderboard menu showcasing top 10 players' highest scores for competitive motivation.
- Maximized revenue potential with strategic monetization using Unity Ads, enhancing user experience through rewarded and skippable ads.

Skills: User Interface Design · Game Logic Design · Script Communication · Database Integrity · Monetization · Unity · C# · Azure PlayFab · Object-Oriented Programming (OOP) · User Experience.

Professional Experience

UBISOFT - QUALITY CONTROL TESTER

PROJECTS

THE CREW 2 (STADIA)

March 2021 - November 2022

- Delegated tasks to team members, ensuring punctual and outstanding completion.
- Developed and executed test plans and test cases to validate the title functionality and performance, contributing to the overall enhancement of the product.
- Attained a perfect 100% rating in 360-degree feedback evaluations, receiving the highest recognition among the testing team.
- Crafted succinct and accurate reports expressing task advancement and game status.
- Managed and monitored the progression of 2 tasks, tracking the entire process, from test executions to final report, resulting in the identification and documentation of a cumulative total of 20 defects.

THE CREW MOTORFEST (Xbox One)

November 2022 - Present

- Attained a 96% issue validation rate through recognition of game direction and design elements.
- Led a 10-member team, promptly and accurately reviewing game cinematics, resulting in the identification of 126 bugs, including 24 attributed to me, ranking as the highest contributor.
- Independently managed responsibilities and tasks, yielding enhanced productivity, engagement, and fostering innovation and creativity to achieve high-quality results.
- Directed cross-functional collaboration initiatives, effectively bridging communication gaps between developers and testers, resulting in a 50% decrease in pre-release defects
- Participated in brainstorming sessions and post-mortem meetings to discuss testing results, suggest solutions, which contributed to the continuous improvement of quality control processes.
- Successfully coordinated the Close Beta build by proactively engaging with the PUNE Studio, ensuring seamless content testing collaboration.
- Generated comprehensive testing documentation for both PC and Closed Beta content, significantly expediting comprehension of game intricacies and processes.

- Swiftly and effectively addressed game issues by identifying and implementing efficient workarounds.

Education

ROMANIAN AMERICAN UNIVERSITY

MSc Computer Science (2020 – 2022)

- Thesis: **Designing and Developing a 2D game using Unity** (Grade: 10)

BS Computer Science (2017 – 2020)

- Thesis: **Designing and Developing an E-commerce website for hardware and software components** (Grade :9.25)