

# RADYA ZEIN



## GAME TESTER

I am a qualified and professional game tester with six months of experience studying at Wikrama Vocational School, Bogor. Strong creative and analytical skills. Team player who pays attention to small details.



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## SKILLS

- Web Design
- Design Thinking
- Wireframe Creation
- Front End Coding
- Problem-Solving
- Computer Literacy
- Project Management Tools
- Strong Communication

## EDUCATION

### WIKRAMA HIGH SCHOOL

six months

### PON[ES HUFADZ UMMUL QOURA

2020-2024

## LANGUAGE

English  
Indonesia

## EXPERIENCE

### JUNIOR GAME TESTER INDIE GAME COLLECTIVE

Really Great Company

2016-Present

- Assisted in testing early builds of indie games, focusing on functionality and usability, while providing detailed reports on findings.
- Worked closely with the development team to facilitate quick fixes, contributing to the successful launch of multiple projects.
- Engaged in playtesting sessions, offering constructive feedback on game design and mechanics to improve overall gameplay.

### GAME TESTER INNOVATIVE GAME STUDIOS

Tencent Games worldwide

2014 - 2016

- Conducted thorough testing of various game titles across multiple platforms, ensuring quality and performance standards were met.
- Collaborated with developers to identify, document, and track bugs using JIRA, leading to a 30% reduction in post-release issues.
- Developed and executed test cases for gameplay mechanics, user interfaces, and multiplayer features, contributing to enhanced user experience.

### GAME QUALITY ANALYST

Anantarupa Studios

2011-2013

- Conducted functional, regression, and performance testing for mobile and PC games, identifying critical bugs that affected gameplay.
- Developed user experience test cases, gathering feedback from players to guide design improvements and enhance engagement.
- Participated in daily stand-up meetings with developers and designers, ensuring clear communication of testing priorities and findings.

