

AJAY BHASKAR

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PROFESSIONAL SUMMARY

QA professional with extensive expertise in Manual Functionality and Compliance testing, specializing in 3D applications, games, and immersive experiences on VR HMDs, Xbox, and PC platforms. Proven track record of ensuring seamless user experiences and adherence to industry standards. In addition, I possess a basic understanding of Unity Engine and Unreal Engine game development as well as Selenium automation testing.

SKILLS

- Functionality and Compliance testing on VR HMDs | Xbox | PC
 - JIRA | XRAY | Test Plans | Test Cases
 - Selenium | Appium | JAVA | GIT
 - Unity: C# | Unreal Engine: C++
 - Microsoft Office tools
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PROFESSIONAL EXPERIENCE

realword one

March 2023-Present

Junior QA – Content

- Testing virtual reality experiences by immersing myself in the content to identify any potential issues or areas for improvement.
- Tested multiple VR experiences (Meta Quest 2 Standalone and PCVR): Virtual reality experiences for industries, including life sciences, analytical, diagnostics, medical, pharmaceutical, chemical, and processing industries.
- Applying established quality principles to evaluate the VR experience, guaranteeing it meets industry standards and user expectations.

Pole To Win

April 2021-March 2023

Test Engineer

- Functionality testing, regression testing, ad-hoc testing, and compliance testing on the Xbox One, Xbox Series X|S and PC Platforms.
 - Tested and validated multiple console titles, actively contributing to the quality assurance process. Played a key role in the successful shipping of two titles, demonstrating a commitment to excellence in the gaming industry.
 - Directing the team, overseeing test plan assignments, and conducting comprehensive bug audits to enhance quality control processes.
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PROJECTS

- Basic Rocket Flyer Game on Unity.
 - Basic TPS Game on Unreal Engine.
 - E-Commerce Mobile Application and Website Testing.
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EDUCATION

B.E Aeronautical Engineering

2016-2020