AJINKYA PUNDLE

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Github

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PROFILE

Dedicated QC Game Tester with more than 2 years of hands-on experience in Game Testing industry. Proficient in creation and execution of Test Cases, identifying and reporting issues in Jira and collaborating with development teams to enhance the product quality.

Ambitious, enthusiastic and aspiring frontend developer with expertise in HTML, CSS, JavaScript and React. Proficient in responsive web design. Seeking an entry-level opportunity to further develop my skills and expertise in a dynamic and growth-oriented environment.

WORK EXPERIENCE

QC Game Tester

Ubisoft Entertainment India Private Limited, Pune | August 2021 to September 2023

- Gained knowledge of Software Testing Life Cycle
- Assisted in Creation and Execution of Test Cases for the Game Project "The Crew 2."
- Functionality Testing
- Regression Testing
- Smoke Testing
- Localization Testing
- Exposure to Jira
- Reporting Bugs in Jira bug base, tracking them till closure.
- Took responsibilities as a Feature Owner for 3-4 Title Updates.

Skills Summary

Game Tester

- Manual Testing
- Game Testing
- Test Cases Creation
- issue reporting in Jira Bug base & Bug Tracking
- Functional & Non-Functional Testing
- Regression Testing
- Smoke Testing
- Experience of working on Jira

Frontend Developer

- HTML
- CSS
- Bootstrap
- JavaScript
- React
- MySQL

Please view my Github profile for a showcase of some of my web pages web applications.

Education

- Post-Graduation Diploma in Advanced Computing, March 2024
- Bachelor in Engineering (E&TC), July 2021
- HSC, July 2016
- **SSC,** June 2014

Achievements

- Played a key role in the successful launch of major game title "The Crew 2" in Ubisoft.
- Recognized as the second highest bug reporter for a title update.

PERSONAL DETAILS

Address: Vijayshree Towers, Dattawadi, Pune 411030

DOB: 21/10/1998

Language Proficiency: English, Marathi, Hindi