

Ciorogar Andrei

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● ABOUT ME

Experienced and passionate QA and people manager with over a decade in the video game industry and a deep-rooted enthusiasm for gaming. Skilled in optimizing QA processes, understanding the game/software development lifecycle, and analyzing various genres, market trends, and player behavior to anticipate and resolve challenges. A solid background in Agile and Scrum methodologies has sharpened a product-focused approach, ensuring that QA strategies not only enhance production efficiency but also elevate the quality of the final product to meet market and user expectations. For my latest role, I served as the QA Lead and QA Project Manager for Star Wars: Castaways on Apple Arcade, overseeing QA operations while managing a global team of over 30 professionals driving collaboration and integration across diverse cultural landscapes

● WORK EXPERIENCE

10/2013 – 07/2024 Cluj-Napoca, Romania
QA PROJECT MANAGER GAMELOFT

- Led remote test teams for multiple projects - Lego Star Wars Castaways being the latest project, coordinating from 10 to 35 testers and engineers in various studios, sharpening the team's global teamwork and delivery.
- Collaborated closely with development teams to integrate QA processes early in the game development lifecycle, identifying and addressing issues proactively.
- Managed the creation and execution of test plans and test cases for complex scenarios, ensuring a wide coverage of gameplay elements and interactions.
- Upheld all quality objectives, acting as the guardian of standards to ensure our outputs met the highest benchmarks. Proactively identified and mitigated potential risks in testing processes, enhancing project resilience and adherence to deadlines.
- Developed QA dashboards for real-time tracking of bugs and testing progress, improving project visibility and decision-making.
- Compiled and presented reports to clients and stakeholders, keeping transparency and communication at the forefront. Analyzed user feedback and in-game data to prioritize bug fixes and feature enhancements, aligning QA efforts with player expectations and improving overall game quality.
- Led debriefing sessions following game releases, gathering insights and lessons learned to inform future QA strategies and processes.
- Compiled comprehensive post-mortem reports detailing project retrospectives, successes, challenges, and key learnings to guide future projects and improve development and QA processes. Concurrently, conducted in-depth competitor analysis, benchmarking our games against market leaders to identify trends, opportunities for innovation, and areas for quality enhancement. These efforts drove strategic direction and product differentiation, ensuring our titles stand out in a competitive market.
- Served as the pivotal link between QA, development teams and stakeholders, facilitating seamless collaboration and alignment.
- Provided targeted coaching to team members, elevating their performance to meet desired standards and foster continuous growth.
- Conducted performance evaluations, delivering constructive feedback to team members during regular reviews, promoting professional growth and accountability.
- Inspired and led the project team to exceed KPIs, setting new standards of excellence and collaboration.
- Cultivated strong working relationships within all project teams, building a foundation of trust and cooperative engagement.
- Past projects (Appstore): UNO&Friends, Blitz Brigade, Wonder Zoo, Modern Combat Versus, Overdrive City.

Business or Sector Arts, entertainment and recreation

06/2020 – 10/2021 Cluj-Napoca, Romania
QA AUTOMATION PRODUCER GAMELOFT

- Daily tasks prioritization for development and scripting
- Daily tasks follow-up & issue solving (liaise with appropriate team/department/person)
- Liaise with game development teams for library integration issues and follow-up if/when needed
- Liaise with game engines development teams for library development and/or integration

- Liaise with scripting teams for scripting specific issues (bugs, suggestions, feature requests) across multiple studios & platforms
- Liaise with manual testing teams to evaluate scripting feasibility for each project's specifics
- Prioritize and follow-up on development of new features for automation project
- Prioritize and follow-up on bugs to be fixed for automation project
- Stay up to date with all internal initiatives that are related to automation
- Ensure delivery deadlines/milestones are met
- Proposes ways to improve the testing process either in QA or during development (tests/checklists/tools/procedures)
- Constant mood monitoring for all team members

08/2012 – 10/2013 Cluj-Napoca, Romania

QA SENIOR TESTER GAMELOFT

Responsibilities and other details can be provided upon request

02/2012 – 08/2012 Cluj-Napoca, Romania

QA TESTER GAMELOFT

Responsibilities and other details can be provided upon request

● **SKILLS**

QA Management | Project Management | Resource and Risk management | Client Relationship Management | Team leadership | Stakeholder and client communication | Performance evaluation feedback | Performance metric analysis | KPI creation and monitoring | Root Cause Analysis | Strategic vision and planning | Budgeting and forecasting | Adaptability and flexibility | Conflict resolution and problem solving | Critical thinking and decision making | Jira & Confluence | Bug tracking & test case tools | MS Office | Agile and Waterfall methodologies | Google Workspace tools | User acceptance testing | SQL basics, JS basics, Python basics

● **EDUCATION AND TRAINING**

2012 – 2015 Arad, Romania

BACHELOR DEGREE OF ECONOMICS, TOURISM AND SERVICES Universitatea de Vest "Vasile Goldis" Arad

Level in EQF EQF level 6