

GRZEGORZ DĄBROWSKI

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Date of birth: 24.10.1993

Place of residence: Sosnowiec, śląskie

Portfolio: [LINK HERE](#)

EDUCATION:

Uniwersytet Śląski w Katowicach / October 2012 - November 2017

- **Degree:** Master's degree
- **Field:** English Studies
- **Specialization:** Interactive Entertainment Design and Games and Software Localization

EXPERIENCE:

KEYWORDS STUDIOS / Katowice / July 2019 - Present

- **QA Project Manager (July 2022 - present)**
Working closely with developers to prepare and execute testing plans, high-level client communication and project scheduling, overlooking and assisting multiple testing teams and projects, preparing quotes, spend reports, invoices and business reports.
- **FQA Lead (January 2020 - June 2022)**
Leading Functional QA projects on all major platforms, coordinating and mentoring teams, providing clients with project reports and other project-related documentation, communicating with clients and answering clients' queries, preparing long-term plans and schedules for the projects, preparing guidelines and internal project documentation based on the Game Design Documents.
Administrative tasks: scheduling for the upcoming and ongoing projects, evaluating teams and individual performances, conducting job interviews, acting as Project Manager backup
 - Projects lead (credited; among others): **Outriders Worldslayer** (PC, PS4, PS5, XB1, XSX/XSS), **The Medium** (PC, XSX/XSS), **Golf With Your Friends** (PC, PS4, XB1, Nintendo Switch)
- **FQA Senior Tester (July 2019 - December 2019)**
Vetting, monitoring and ensuring the standard of the reported issues, working with issue databases, creating test cases and preparing test plans, coordinating teams on a daily basis and preparing daily tasks

JUJUBEE S.A. / Katowice / April 2017 - June 2019

- **Deep Diving Simulator (Unity; PC)**
Game designer - full production cycle - level and game design, game balance, UI and UX design, working with localization files
- **Truck Simulation 19 (Unity; iOS, Android)**
Game designer - full production cycle - level and game design, UI and UX design, game balance and monetization scheme, working with localization files
QA Tester - final production stage and post-release support - working closely with the publisher's QA Team and outsourced QA Teams to submit, track and resolve issues; preparing, certifying and deploying development and release versions; preparing updates and patch notes
- **KURSK (Unity; PC)**
QA Tester - final production stage and post-release support - quality testing, working with in-house QA Team to submit, track and resolve issues
- **Take Off: The Flight Simulator (Unity; PC)**
Game designer - full production cycle - full conversion development from mobile platforms to PC, UI and UX redesign, rebalancing, additional game design, quality, functionality and localization testing

I agree to the processing of my personal data provided in this document for realizing the recruitment process.

INCUVO S.A. / Katowice / December 2014

- **Createrria (iOS, Android)**
Community manager (internship) - players' database management, game's forums moderation, Christmas event design and preparation
QA Tester (internship) - quality, functionality and localization testing

ARTIFEX MUNDI S.A. / Katowice / March 2014

- **Nightmares from the Deep: Davy Jones (PC), Enigmatis: The Mists of Ravenwood (PC)**
QA Tester (internship) - quality, functionality and localization testing

SKILLS:

- **Bug tracking systems:** JIRA, Redmine, Mantis, TestRail, TestTrack
- **Office suites:** MS Office, Google Docs (preparing task plans and daily schedules; preparing design and testing documentation; preparing testing checklists and test suites; preparing client reports; preparing quotes and spend reports)
- **Game engines (PC and mobile platforms):** Unity, Unreal Engine 4, Unreal Engine 5, Game Maker Studio 2, Construct 2, Bitsy, GB Studio, Twine
- **Source control systems:** Sourcetree, SmartGit, GitHub
- **Additional:** Confluence, Trello, Notion (project management tools), SONY, Microsoft, Nintendo submission requirements and certification processes (bug writing standards, certification documentation, debug and development tools), Xcode (building and certifying applications)

INTERESTS:

- Trekking, architecture, history of art, fingerstyle guitar playing, board games, narrative video games