

# Ritesh Kumar

Test Engineer

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Bhilai Nagar, India 

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## Detail-oriented Manual Tester with Extensive Knowledge of Testing Techniques

### EDUCATION

#### ○ Bachelor's of Engineering

O.P. Jindal Institute of Technology

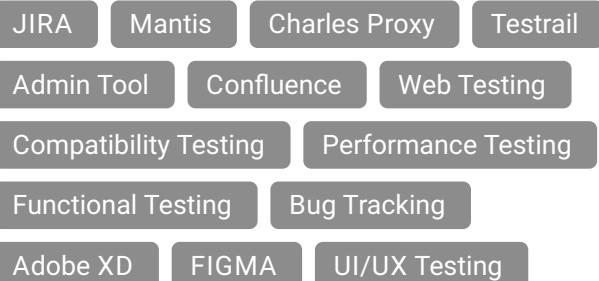
08/2014 - 04/2018

64.47%

Courses

- Attended National Colloquium on "Value Based education"

### SKILLS



### WORK EXPERIENCE

#### ○ Test Engineer

GlobalStep, LLC

09/2021 - Present

Pune, India

Achievements/Tasks

- Document and facilitate communication and troubleshooting of issues, bugs, and defects
- Define the scope of testing, including the objectives and created test scenarios, cases, and scripts to cover all aspects of the product.
- Describing how to reproduce the bug, logging it into a tracking system, and sometimes providing input on the priority or severity of the bug.
- Worked in the LIVE-OPS pod & handled the server Admin tool in order to Spawn/End the game event and other multiple aspects of the same as required with respect to the Clients.
- Used various tools designed for game testing, like debug consoles, performance measurement tools, and software for tracking bugs.

### PERSONAL PROJECTS

#### NinjaKraft (03/2021 - 03/2021)

- Produced a high quality UX design solutions of stationary app (NinjaKraft) through Wireframes for various platforms.

### CERTIFICATES

#### Non Destructive Testing (05/2021 - 07/2021)

*Certified Level 2 in Non Destructive Testing by American Society for NDT in Metallurgy.*

### LANGUAGES

English

*Full Professional Proficiency*

Hindi

*Native or Bilingual Proficiency*

### INTERESTS



#### ○ UI/UX Designer

EvnOrg Softwares Pvt. Ltd.

02/2021 - 07/2021

Bhilai Nagar, India

Achievements/Tasks

- Documenting design processes and decisions to guide development teams and ensure implementation aligns with the design intent.
- Focusing on creating engaging interfaces with logical and thought-out behaviors.
- Developing more refined versions of wireframes, often with clickable elements, to simulate how the final product will function.
- Creating basic blueprints of each screen or page for laying out the elements and functionality of the product without the distraction of visual design.