

TIMO KAHILAKOSKI

QA Test Lead | Mobile Games

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PROFESSIONAL SUMMARY

QA Test Lead with 15+ years of experience in mobile games, covering everything from hands-on testing to owning test strategies and release readiness in live F2P environments. Used to working across multiple projects and with external QA partners, developers, and product teams to ship high-quality player experiences. Strong focus on mobile platforms (iOS/Android), live operations, and practical, data-informed quality decisions that support fast iteration without losing sight of long-term quality.

EXPERIENCE

QA Manager

Metacore | Aug 2023 - Present · 2 yrs 7 mos | Helsinki, Uusimaa, Finland

- Hands-on testing of live and dev builds
- Leading QA processes, roadmap planning, and mentoring QA team
- Coordinating bug triage and quality checks for releases
- Collaborating with analytics, game design, and LiveOps teams
- Supervising day-to-day QA work, providing mentorship and performance guidance across the team

Senior QA Tester

Next Games, A Netflix Game Studio | Aug 2022 - Aug 2023 · 1 yr 1 mo | Helsinki, Uusimaa, Finland

- Tested game functionality across phones, tablets, and other devices
- Triaged bugs and followed up with devs to get them resolved
- Wrote test cases and reported test results throughout development
- Helped shape testing tools and shared QA insights in retros and sprint reviews
- Worked with producers and engineers to plan testing and ensure smooth releases

Senior QA Coordinator / QA and Releases

Skunkworks | Jan 2022 - Jul 2022 · 7 mos | Helsinki, Uusimaa, Finland

- Wrote and ran test plans for new features
- Took care of release submissions and followed up on test results
- Led bug triage with developers, producers, and other teams
- Made sure the player perspective was considered in QA decisions

Senior QA Coordinator

Seriously Digital Entertainment | Dec 2018 - Jan 2022 · 3 yrs 2 mos | Helsinki Area, Finland

- Owned QA test planning, execution, and bug triage across multiple sprints
- Managed iOS, Android & Amazon build submissions and live metrics
- Coached junior testers and supported team hiring & onboarding
- Flagged quality risks and participated in retrospectives
- QA team lead & supervisor

Game Producer (Pre-Production Wrap-Up)

Rovio Entertainment Corporation | Aug 2018 - Nov 2018 · 4 mos | Helsinki Area, Finland

- Worked as a Game Producer in a free-2-play Mobile(iOS, Android) real-time team-based PvP game development team in Espoo
- Joined the project in late prototyping and left when the project was in the pre-production stage

Game Producer (Prototype to Late Production)

Rovio Entertainment Corporation | Nov 2017 - Aug 2018 · 10 mos | Helsinki Area, Finland

- Planned and tracked production tasks across design, dev, QA, and art
- Built schedules and managed risks, priorities, and resource bottlenecks
- Coordinated with internal and external teams and exec stakeholders
- Owned budgeting and cost forecasting during the production cycle
- Flagged scope challenges and offered solutions early

QA Lead/Associate Producer (Early Production to Soft Launch)

Rovio Entertainment Corporation | Sep 2016 - Oct 2017 · 1 yr 2 mos | Helsinki Area, Finland

- Hands-on testing, bug reporting, and coordinating outsourced QA
- Created detailed test plans and tracked QA progress
- Helped producers with planning, documentation, and milestone delivery

- Flagged bottlenecks and risks during development
- Shared project status updates with stakeholders

Senior QA Tester/QA Lead

Rovio Entertainment Ltd. | Apr 2013 - Jul 2016 · 3 yrs 4 mos | Helsinki

- Gave feedback on game quality and balance from a player's point of view
- Designed and maintained milestone-based test plans
- Managed day-to-day QA coordination across teams and vendors
- Signed off builds for release to the App Store and Google Play
- Took part in production tasks like build submissions and dev communication

QA Lead

Digital Chocolate | Dec 2011 - Mar 2013 · 1 yr 4 mos | Helsinki

- Wrote and maintained detailed test cases for new features and updates
- Tested the games daily, reported bugs, and gave feedback on gameplay feel
- Helped junior testers grow and made sure we shared knowledge across the team
- Worked with different teams to make sure we hit deadlines without sacrificing quality
- Brought QA input into production planning and supported the team with clear reporting

Senior Test Engineer & Error Manager

Ixonos | Feb 2005 - Nov 2011 · 6 yrs 10 mos | Helsinki

- Wrote and executed manual and automated test cases
- Supported error management with root cause analysis and triage
- Tested across functional, non-functional, and regression use cases
- Used TDriver automation in the Qt environment
- Worked closely with developers in a scrum-style setup

IT Support person

Wema Service Oy | May 2005 - Aug 2005 · 4 mos | Helsinki

- Installing and configuring computer hardware operating systems and applications
- Installing and configuring printers
- Monitoring and maintaining computer systems and networks
- Troubleshooting system and network problems and diagnosing and solving hardware/software faults
- IT support in W2K /Win NT4 environments
- Installation of network devices, laptops, servers, firewalls, routers, etc.

EDUCATION

One-year Specialist Program in Software Production Testing (Software Testing & QA)

University of Tampere | 2005 – 2006 | 60 ECTS

Bachelor of Information Technology (Network & Telecom)

HAMK University of Applied Sciences | 2004 – 2005 | 180 CP

Bachelor of Electrical Engineering (Automation Technology)

HAMK University of Applied Sciences | 2002 – 2004 | 180 CP

CERTIFICATIONS

- ISTQB Agile Tester Foundation Level (2020)
- Scrum Alliance Certified Scrum Master (2017)
- ISTQB Foundation Level (2010)

SKILLS

Testing: Mobile Game Testing, Test Planning, Manual Testing, Exploratory Testing, Bug Triage, F2P Games, LiveOps |

Tools: AWS Device Farm, Jenkins, Jira, Linear, Testiny, TestRail, Xray, Confluence, Unity, GameBench, Git, Perforce |

Platforms: iOS, Android, Unity Engine, Firebase | **Leadership:** Team Management, QA Strategy, Release Management, Vendor Management, Agile/Scrum | **Languages:** Finnish (Native), English (Fluent)