

Kaustubh Joshi

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PORTFOLIOS AND PROFILES

- <https://www.linkedin.com/in/kaustubh-joshi-a7317a19a>
- <https://github.com/kaustubhjoshi249/Portfolio>

SUMMARY

Quality Engineer with over 3 years of experience in game testing and automation scripting. Expertise in developing test frameworks using C++, Java, and Python for various platforms. Demonstrated ability to enhance test efficiency and minimize manual processes, contributing to successful AAA title releases. Strong collaborator in Agile teams, focused on quality and continuous improvement.

SKILLS

- Mobile application testing, project evaluation, team collaboration
- Scripting languages and data structures
- Programming languages: C++, Java, Python
- Automation tools: Selenium, Appium, Postman, REST-assured
- Game testing tools: DTest, Domino, Unity Test Framework
- CI/CD and DevOps: Jenkins, Git, GitHub Actions
- Bug tracking and collaboration: Jira, Confluence
- Platforms: Android, iOS, web, console (PS5), PC
- Testing types: Functional, regression, API, UI, mobile, web, game automation

EXPERIENCE

Quality Engineer, Ubisoft Entertainment, April 2022-Current
Pune, India

- Executed end-to-end testing for two AAA HD games, achieving on-time delivery with minimal defects.
- Automated complex game feature testing processes, reducing manual testing time by 40%.
- Developed and optimized test cases utilizing DTest framework and Domino visual scripting.
- Maintained dashboards for real-time execution tracking of automation scripts.
- Isolated and resolved a critical random crash issue, enhancing overall game stability.
- Collaborated with QC, automation, and development teams to align project goals.
- Participated in requirement gathering and translated testing needs into effective automation solutions.
- Regularly updated Jira tasks and contributed to sprint planning to ensure deadline adherence.

Unity Game Developer, Ceryx Digital , April 2021-August 2021

Pune, India

- Attended regular meetings with stakeholders to discuss feature requests and provide updates about progress.
- Implemented networking solutions using Photon or UNet for multiplayer gaming experience.
- Monitored project progress on a daily basis through JIRA bug tracking system.
- Created 3D models, textures, and animations for use within the game environment.
- Developed C# scripts to create game logic and mechanics in Unity.
- Debugged various issues related to gameplay, AI scripting, memory management.
- Tested game builds across multiple platforms including Android, iOS, Windows Phone, and WebGL.
- Developed a variety of 2D and 3D games, augmented reality (AR) projects, and virtual reality (VR) simulations using the Unity game engine. Explore the portfolio on GitHub via the provided link.

EDUCATION

Master of Science

Artificial Intelligence, Amity University Online, January 2025

Bachelor of Science

Computer Sciences, Savitribai Phule Pune University, January 2023

GPA: 74.55%

CERTIFICATIONS

- Game design and development - Anibrain School of Media Design
- Complete Java Certification Course - Udemy
- Advanced client/server software engineering - Amity University online
- Event-driven programming and database programming - Amity University Online
- Selenium WebDriver with Java or Python – Udemy or Coursera
- API testing with Postman or REST-assured – LinkedIn Learning, Udemy
- Mobile automation with Appium – Test Automation University, Udemy
- Python for test automation – Coursera/Udemy
- CI/CD with Jenkins or GitHub Actions – Pluralsight, Udemy

PROJECTS

AAA title porting project, tested a PS5 game ported to iOS, completing gameplay within 19 hours post-launch

- Conducted end-to-end testing of a AAA console game ported to iOS
- Completed full gameplay testing within 19 hours post-launch, ensuring a smooth user experience
- Identified and isolated a critical random crash issue, contributing to a stable and successful

release

Game automation framework technologies: Python, Unity Test Framework, Jenkins

- Designed a modular automation framework for Unity-based games, enabling automated validation of gameplay mechanics and UI
- Integrated with Jenkins for CI/CD, reducing manual regression testing by 50%
- Supported cross-platform testing (PC, iOS, Android), improving test reliability, and coverage
- API testing suite for multiplayer game backend technologies: Java, REST-assured, Postman
- Built a reusable API test suite to validate backend services for multiplayer features
- Automated test execution is integrated with CI pipelines, detecting 30+ backend issues pre-release
- Improved backend reliability and reduced post-release bug reports

Mobile and web automation initiative technologies: Appium, Selenium, Python, BrowserStack

- Developed automation scripts for mobile and web platforms, achieving 80% test coverage
- Reduced manual testing time by 60% and ensured consistent UI/UX across devices
- Enabled parallel execution and cross-browser testing using BrowserStack

Monthly status sharing initiative, internal team collaboration project

- Initiated and led monthly sessions to share project updates, challenges, and learnings
- Improved team communication, transparency, and cross-project knowledge sharing

BEHAVIORAL COMPETENCIES

- Excellent oral and written communication skills
- Collaborative team player with a solution-oriented mindset
- Proactive problem solver and continuous learner

ENHANCED QUANTIFIED ACHIEVEMENTS

- Automated over 80% of regression test cases across mobile, web, and game platforms
- Reduced manual testing time by 40–60% through custom automation frameworks
- Detected and resolved 30+ critical bugs pre-release, preventing major production issues
- Improved test execution speed by 2x through optimized scripting and parallel test runs
- Contributed to three AAA game launches, ensuring high quality, crash-free releases
- Increased test coverage from 50% to 85% within three months by expanding the automation scope