

# Raghavendra R

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## Career Objective:

Dedicated and detail-oriented Game Test Engineer seeking to contribute to a dynamic organization that values quality and innovation. Eager to apply strong technical and analytical skills to ensure robust game performance, while leading regression testing efforts and growing into a QA leadership role through continuous learning and impactful contributions.

## Professional Experience:

Intern at WizzyBox Private Limited.

## Professional Synopsis:

- Created detailed test cases using appropriate methodologies.
- Identified critical defects and worked closely with development teams to resolve them, improving product quality and customer satisfaction.
- Demonstrated experience in testing **Console**.
- Basic knowledge on testing functionality on **IOS and Android application**.
- Well acquainted with the **Software Development Life Cycle, Testing Life Cycle** Concepts, and **Testing Methodologies**.
- Knowledge in **Smoke Testing, Functional Testing, Integration Testing, End-to-end testing, and Regression Testing** and also i have good knowledge on **Performance Testing**.
- Exposure to **Exploratory and Ad-hoc testing**.
- Knowledge in performing **Installation Testing, stand-by testing, Gesture Testing, Interruption Testing, Orientation Testing, and Network testing** in mobile builds.

## Certificates:

- **NammaQA: Manual Testing**.

## Games Played in PC/Console:

- **Valorant**
- **BGMI**
- **Forza Horizon 4**
- **APEX legends**
- **Asphalt 8**
- **GTA Vice City**
- **F1**

**Education Qualification:**

- Pursuing a Bachelor's in Bachelor's of Engineering (B.E) from VTU.

**Declaration:**

I hereby declare that the above information is true and correct to the best of my knowledge.

**Raghavendra R**