

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