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Aakash P

QA ENGINEER

EDUCATION

Icat Design & Media College

BSc Game Art & Design : 2017-2020

Having completed my BSc in Game Design, I can confidently say that I have gained a diverse set of skills over the course of three years. During my education, I learned how to design games, create artwork, and test games to ensure their quality.

SOFTWARE SKILLS

- Jira, Redmine- Bug Tracking
- Microsoft Office, Teams, and Google docs - Communication, Documentation
- Browserstack- Testing purpose
- Google Firebase - Analytics
- Test Flight- Installation and testing of iOS applications

SKILLS

Manual Testing - Expertise

- Proficiency in Manual Testing Concepts
- Very Good Knowledge of Smoke, Sanity, Functional, Regression, Performance, Compatibility, Ad-hoc, and, Localization Testing.
- Strong knowledge of SDLC and STLC.
- Good Knowledge of Writing and Execution of Test cases.
- Good in Communication.
- Project Management.

PROFILE

As a QA engineer, I have a strong commitment to my profession and take pride in working diligently and creatively. I am always eager to learn new things and expand my skill set. I believe that keeping up with the latest technologies and industry trends is critical to my success as a QA engineer.

EXPERIENCE

Juego Studios

QA Engineer 1

April 2021-Present

Juego Studios is a well-known game development studio, I am honored to be a part of its team as a QA Engineer 1 with nearly 2.7 years of experience in the company.

- Tested a variety of games and software applications on VR(Oculus), Mobile(Android & iOS), Web, and PC(Windows).
- Handled VR, AR, and Web browsers build of the project as a primary resource.
- Experienced on bug tracking tools Jira and Redmine.
- Worked on several projects concurrently
- Good knowledge of testing types and bug-tracking systems.
- Dedicated to the job role and intense in learning new technologies.
- Well-versed in writing, maintaining, and executing test cases and reporting bugs.

tentrox studio

junior 3D Modeler

Oct 2020-Jan 2021

Tentrox Studio is a Game art Outsourcing Company, I was a part of its team as a Junior 3D modeler.

- Creating 3D gaming Assets in low poly counts.
- Using Maya and Blender to create the Hard surface assets.
- Using Substance Painter for texturing the assets.

Siqsess Technology

Intern 3D Modeler

2019

Siqsess Technology is an IT solution, I was an intern 3D Modeler for 5 months in AR and VR Section.

- Creating 3D gaming Assets in low poly counts.
- Using Maya and Blender to create the Hard surface assets.
- Using Substance Painter for texturing the assets.