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OBJECTIVE

To effectively plan and prepare testing processes before testing of the application is started so that testers will be able to complete it efficiently, on time, and with accuracy.

EXPERIENCE

Game Tester at Gamellogic Pte. Ltd.

Started August 2021 – Current

- Involved in the development of a casino-like game that produced the blockchain (crypto) and non-blockchain versions. They have been released as Beta versions in Google's Play Store.
- Wrote numerous test case documents for new features, and test plans for releases.
- Tested new features to ensure they are working as intended by the game designers or product owners and are also according to specifications.
- Vigorous functional, exploratory, regression and cleanroom testing of the game, following test plans, prior to deadlines and release. Constant liaising with developers and designers.
- Monitored JIRA bug tickets and closed them in efficient time.

Junior Development Tester at Ubisoft Singapore Pte. Ltd.

Started November 2020 – August 2021

- Involved in upcoming AAA multiplayer game that will be a live service.
- Own the quality of new features and fixes that comes from World Systems team to the moment they are pushed to the main branch.
- Spent most of the time dev-testing these changes or new features, primarily to ensure they do not cause blockers in the development process. Provided analytical feedback.
- Responsible for creating, updating, and maintaining test cases for features related to World Systems. Ensured accurate, coherent, and up-to date test cases for testers to follow.
- Triaged and assigned JIRA tickets to the correct designers and programmers.
- Constant liaising with programmers, developers, and testers not only from my team but other teams as well. Thus, responsible of being able to keep up-to-date with specialized knowledge about design decisions that comes from World Systems.
- Participated in Divergence Testing, Sanity Testing, Smoke Testing, etc. for the game.

QA Lead at Jackpot Interactive Pte. Ltd. (formerly 12 Gigs Pte. Ltd.)

Started March 2016 – Jan 2020 (3 years 11 months)

- Led a team of QA Testers and oversee QA operations in Singapore team for 2+ years:
 - Made daily decisions of what should be done for the day and coming up with prioritized tasks for the team, based on QA work done from the San Francisco team.
 - Guides the QA team on overcoming difficult testing procedures, solved problems encountered, and ensured accurate and up-to-date crucial information is provided to the team regularly.
 - Maintained hardware (test devices) and software (Unity) tools used for testing.
 - Conducted regular meetings with San Francisco team, between local departments to ensure everyone is on track.
 - Conducted post-mortems after every new engine release. Company adopts Continuous Release development flow from the Agile Kanban methodology.

- As QA Tester, I have tested more than 15 mobile games on various Android and iOS devices, Games consist of casino-style and casual mobile games. Used JIRA for issue reporting
- Primarily did Development Testing (functional testing) of new features. Analyzed features and prepared test plans for functional testing and then for Release Testing.
- Ensured new features are of high quality and according to specifications before being pushed to main branch.
- Constant liaising with product managers, developers, and designers during development testing to ensure everyone is in sync with design intentions and specifications.
- Created and updated documentation of various testing procedures on a constant basis. Also created automated spreadsheets (mostly for the game economy).
- Aside from testing on the client-side, also tested social and online features related to server-side. Ensured data fed from backend to multiple clients is reflected accurately, and vice versa.
- Handled Release Testing, Sanity Testing and Live Testing for release stage. Outside of that, did exploratory, regression, cleanroom and ad hoc testing.
- Also handled entire Localization testing and processes for all the games.

Game Developer at 12 Gigs Pte. Ltd. (now Jackpot Interactive Pte. Ltd.)

Started May 2015 - Feb 2016 (10 months)

- Developed casino-style games like Slots, Bingo and Blackjack using Unity 4 in C Sharp.
- Developed 10 new features for those games. Mainly front-end and UI logic.
- Lots of bug-fixing.

EDUCATION

DigiPen Institute of Technology

September 2011 – April 2014

Certificate: B.A. in Game Design (Bachelors degree)

- Developed 12 games (or more) during study, 4 of which are major team projects.
- Took modules not only related to design aspect, but also programming, storytelling, humanities, and fundamentals of art as well.
- Developer software skills of game editors like Unreal Editor and Unity.

Nanyang Polytechnic

May 2005 – April 2008

Certificate: Diploma in Digital Entertainment Technology

- Learned fundamentals of programming in C++ and game development.
- Specializes in Technical Directing for Animation and Special Effects
- Developed concepts of computer graphics and proficiency in Autodesk Maya.

SKILLS

Software Skills (Efficiency Score/10)

JIRA	7/10	Spreadsheets (Google / Excel)	7/10
Unity 5 Editor	5/10	Unreal Editor 4	6/10
C#	5/10	C++	5/10

LIFE ACHIEVEMENT

IRIS - A 2D game, action platformer, developed on Unity 4 with a team of four and finished it within 8 months. It was initially our final year project but won Excellent Student Award from IGF 2014.
