

RITIK KASHYAP

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 LinkedIn

 GitHub Portfolio

 Art-Station Portfolio

SUMMARY

QA Tester with 4+ years of hands-on game testing experience across functional, gameplay, compatibility, and regression methodologies, delivering seamless player experiences on PC, Xbox, PS5 and Mobile platforms. Over 5 years in the industry, excelling in bug identification, top-tier reporting and transforming game quality data, test coverage, defects, and JIRA metrics into actionable Power BI dashboards and reports for leadership decisions. Skilled in JQL, Unity/Unreal tools, GitHub, plugin development, and scalable analytics detail oriented collaborator driving quality through scripting, automation, and precise documentation.

TECHNICAL SKILLS

Bug Reporting and Tracking

Adhoc, Smoke, Functional, and Regression Testing

Sanity Testing, Smoke Testing, UAT & Integration Testing

Test plans, Test cases & documentation

A/B Testing, Retesting

Game Development and Design

3D Modeling and Animation

Texturing and Rendering

Graphic Design & Video Editing

Key Achievements

Quarterly Excellence Award

- Top Bug Reporter, milestone delivery and team collaboration - 2023

SOFTWARE PROFICIENCY

OS - Windows, MAC & Kali Linux

Zephyr & TestRail Xray

Basics of Postman & Jenkins

Qmetry Jaas & JIRA

Grafana ATLAS

MS Office 365 Confluence

PS-SDK, Xbox-GDK & Bloomberg

Live Viewer Kibana

Mobile (Android/iOS) Miro

Blender & Autodesk Maya

GitHub & Unity 3uTool

LANGUAGES

Hindi Native 

English Proficient 

Marathi Advanced 

EXPERIENCE

QA Tester 2

Electronic Arts - EA Sports

 June 2024 - Present  Hyderabad

Computer Games

- Currently working on software testing and texture creation for The Sims 4, using Maya and Blender as part of the asset and art-quality pipeline, including hands-on testing of an unreleased, confidential internal toolset to ensure stable workflows, high-fidelity visuals, and smooth integration into production.
- Collaborating closely with the Production Team.
- Drove end-to-end testing on The Sims 4, Plants vs Zombies, and multiple FC regional titles, helping deliver stable updates to a global player base.
- Known for identifying high-impact, edge-case bugs in live events, online systems, and monetisation flows before they reached players.
- Frequently trusted with complex features and last-minute build validations due to fast ramp-up, strong ownership, and reliable sign-off quality.
- Used my understanding of games to find tricky problems and wrote clear reports that helped the team improve quality.
- Proactively suggested UX, balance, and quality improvements based on playstyle analysis and player-centric thinking, going beyond traditional bug finding.

Game Tester

Ubisoft India Studio

 June 2022 - June 2024  Pune

Computer Games

- Contributed to the AAA game project "Skull and Bones" as a key team member.
- Recognised as the top bug reporter for the "Skull and Bones" project, collaborating closely with the Pune Production Team.
- Executed testing on over 1,000 builds using Adhoc, Smoke, Functional, and Regression testing methodologies.
- Skilled in localisation and age rating compliance testing to ensure quality standards.
- Proficient in creating detailed test cases and maintaining comprehensive documentation.
- Experienced in testing across multiple platforms, including PC, Xbox One, and PlayStation 5.
- Familiar with industry-standard tools such as TestRails, Xray, JIRA, ATLAS, and Bloomberg terminal for bug tracking and test management.

Junior 3D Artist - Intern

HMX Media

 07/2020 12/2020  Pune

3D Technology

- Specialising in 3D modelling, texturing, and asset creation for engaging visual projects.

ADDITIONAL EXPERIENCE

Vfx Artist

RichaMehta Team

 2019 2020  Delhi

- Richa Mehta is a Fashion Entrepreneur
- Contributed to Season 2 of Motion Graphics Trending Live with Richa Mehta.

EDUCATION

B.Sc in Animation & VFX

Ajeenkyा DY Patil University

 2019 - 2022  Pune

Senior Secondary (12th)

Chaitanya Institute

 2017 - 2019  Patna

Secondary (10th)

DMPS

 2017  Patna

PROJECTS

The Sims 4

Plants vs Zombies

FC Mobile | FC China | FC Japanese |

FC Korean

Prince of Persia The Lost Crown

Assassin's Creed Mirage

Skull and Bones

Game Domains Tested

- Live-ops events and monetization systems.
- Online multiplayer, social features, and progression.
- Localization, age rating, and compliance flows.

PASSIONS

Playing Games

- Passionate about playing AAA and mobile games, exploring gameplay mechanics and design. Enthusiast of Casino and Slot games, with a keen interest in game dynamics and player experience.

CERTIFICATION

Blender 3D Plus

- Maya Academy of Advanced Creativity **MAAC**

ISTQB Certified Tester

- Foundation Level (In progress, expected completion: March 2026)