

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 & TestRailXray
- Basics of Postman & Jenkins
- QmetryJaas & JIRA
- GrafanaATLAS
- MS Office 365Confluence
- PS-SDK, Xbox-GDK & Bloomberg
- Live ViewerKibana
- Mobile (Android/iOS)Miro
- Blender & Autodesk Maya
- GitHub & Unity3uTool

LANGUAGES

- HindiNative●●●●●
- EnglishProficient●●●●●
- MarathiAdvanced●●●●●

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

Ajeenkya DY Patil University

2019 - 2022

Pune

Senior Secondary (12th)

Chaitanya Institute

2017 - 2019

Patna

Scndary (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)