

DANISH ALI

QA Engineer | Software Testing Specialist

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QA Engineer with end-to-end experience across web, mobile, and game testing, combining strong manual expertise with practical automation skills. Adept at designing efficient test cases, validating APIs, and uncovering performance bottlenecks. Trusted for catching issues early, preventing regressions, and elevating release quality through close collaboration with Product, Development, and Operations in Agile/CI-CD environments.

TECHNICAL SKILLS

- **Testing:** Manual & Regression · Test Case Design · Exploratory Testing · Defect Lifecycle · Root Cause Analysis
- **Automation:** Playwright · Appium · End-to-End Scripting
- **API & Performance:** Postman · SoapUI · Load & Stress Testing · Log Analysis
- **Tools:** Jira · TestRail · ADB · Xcode · Jenkins · GitHub Actions · GitLab CI/CD
- **Methodology:** Agile/Scrum · CI/CD Pipelines · QA Metrics · Confluence Documentation

EXPERIENCE

QA Engineer – ServiceTitan Technologies

March 2024 - Present

- Execute functional and regression testing for web and mobile modules across scheduling, dispatch, and invoicing workflows.
- Develop Playwright automation integrated with GitHub Actions CI/CD, improving coverage and reducing regression time.
- Validate APIs and third-party integrations to ensure accurate data flow and system reliability.
- Collaborate with developers to reproduce, diagnose, and verify issues across sprint cycles.
- Monitor CI pipeline runs and troubleshoot test failures to maintain stable releases.
- **Impact:** Reduced post-release issues by 25% and improved deployment consistency.

QA Engineer – Unity Technologies

June 2021- March 2024

- Executed manual functional, regression, and exploratory testing for Unity Play, Struckd Web, and Struckd Mobile across multiple platforms.
- Designed and maintained automated test scripts using Playwright and internal frameworks executed via CI/CD, complementing manual coverage.
- Conducted performance analysis with Unity Profiler and device-level testing, identifying memory leaks, frame-rate issues, and gameplay bottlenecks.
- Collaborated closely with engineers, designers, and QA leads to define test coverage, release priorities, and edge-case scenarios.
- Contributing to team growth and standardization of QA processes.
- **Impact:** Strengthened release quality by detecting critical functional and performance issues early, improving stability and user satisfaction across multiple platforms

QA Tester - T Mobile Telekom Innovation Lab

October 2018 - May 2021

- Tested mobile apps and VR/AR prototypes using structured test plans and exploratory workflows.
- Automated core scenarios for repeatability using internal test scripts.
- Tracked defects in Jira/TestRail and supported rapid research iteration cycles.
- **Impact:** Reduced regression effort by 50% through early automation adoption.

QA Analyst - Raptor Interactive

March 2015 - April 2017

- Tested mobile games for gameplay flow, monetization, and network stability.
- Used Appium to automate key smoke tests and device-compatibility checks.
- Debugged purchase flows and ad network issues using Charles Proxy and Xcode.
- **Impact:** Discovered a critical monetization defect pre-launch, protecting revenue.

Jr QA Tester - SATISTRUM

January 2014 - February 2015

- Tested early-stage Android and web applications and documented defects in Jira.
- Proposed automation for repetitive regression scenarios to improve team efficiency.
- **Impact:** Recommendation was adopted as part of the team's regular workflow.

EDUCATION

Master of Computer Science

Technische Universität Berlin | 2017 - 2021

Bachelors of Computer Science

National College of Business Administration & Economics | 2010 - 2014

LANGUAGE

English Bilingual, German Basic

REFERENCES

References are available upon request.