

## Abhijeet L Vyas (BSc. CS, VFX+)

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### GENERAL PROFILE

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*A highly professional and enthusiastic person with extensive quality control and assurance expertise who enjoys being part of, as well as leading, a successful and productive team. Technically astute and highly experienced in many aspects of QA testing. Accomplished QA tester with 4+ years of experience. Skilled in manual and creating test plans. Possesses excellent interpersonal skills and can communicate concisely at all levels. Additional Knowledge of 3D design, VFX, animation and game design.*

### CORE COMPETENCIES

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- Strong technical background enabling efficient management and understanding for field of work
- Excellent communicator at all levels
- Programming knowledge for core understanding and assisting dev.
- Soft knowledge of automation.
- **Soft Skills:** interpersonal skills, communication, teamwork, efficiency.

### EMPLOYMENT HISTORY

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#### QA manual Tester at Sygnius Infotech

- **Wrote multiple test plans and test cases, including performance test plans and security test plans.**
- **Assisted leads across multiple projects with creation of master test plan. Assisted in writing final master plans.**
- **Reviewed Multiple user interfaces for functionality and adherence to design guidelines.**
- **Executed test cases across 15+ functional product areas, beating team efficiency averages against work-completion deadlines.**
- **Drafted testing reports, reducing data to key insights that helped increase team efficiency..**
- **Collaborated with software development engineers to build a deep understanding of features and architecture prior to testing.**
- **Used the Ticket Tracking System (JIRA) to register and track issues.**
- **Operated bug tracking tools to find, log, and resolve issues .**
- **Conducted specification and structured based testing in an effective manner.**
- **Thorough knowledge of models used in Software Development Life Cycle.**
- **Managed test conditions and test cases, applied them in practical environment.**

#### Junior Game Tester at UBISOFT India

- Worked with Ubisoft Pune team on multiple AAA titles.
- Worked on Just Dance 2016 title for next gen platforms.
- Responsible for handling daily tasks and reports.
- Cross platform testing including Xone, PS4 and Nintendo.
- Handling Compliance testing for Xbox.
- Worked on The Division on Xbox platform multiplayer testing.
- Worked on For Honor PC platform and Assassin's creed India on console.
- Experience of working with team as well as sole tester.

#### Game Tester at DSK Green Ice Games

- Reporting directly to the MD, Responsible for handling of QA department as a sole tester.
- Worked an AAA adventure titles on PC and Xone platform.

- Responsible for handling Compliance altogether on my own.
- Worked on Mobile platform for both Android and IOS.
- Worked as sole QA/QC for mobile game: CORE Seekers.
- Active involvement in Production and Design meetings.
- Worked on Unreal engine for on-going AAA title.
- Responsible for handling and carrying out Compliance testing for Xbox.
- Coordinating with Developers and Manager to lead the QA/QC.

### Application Tester at Anibrain

- Reporting directly to the VP. Responsible for handling QA department as sole tester.
- Worked on various VR projects.
- Worked on mobile AR projects.
- Experience with HTC Vive ,Oculus Rift, Oculus go etc.
- Worked as sole Tester across all platforms.
- Responsible for handling and carrying out all test plans and test cases.
- Coordinating with developer and manager to handle daily tasks.

## SUMMARY OF PREVIOUS EMPLOYMENT

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**Junior Game Tester at UBISOFT India (May 2015 – Nov 2015)**

**Game Tester at DSK Green Ice Games (Jan 2016 – July 2016)**

**Application Tester at Anibrain (2019)**

**Software Tester at Sygnius Infotech (2020-2023)**

## QUALIFICATIONS & TRAINING

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### Academic Qualifications

- BSc - Computer Science

### Technical Qualifications/certification

- SCTS – Seed Certified Technical Specialist
- TOSCA (Pursuing)

### Technical Courses

**VFX** and **Game Designing** from Maya Academy of Advanced Cinematic

## INTERESTS

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Football (Active participation during academic years), ART (Drawing, Sketching), Video Games (All), following other sports (Tennis, Cricket etc.), following Moto sports (F1 Moto GP), interest in Music, Movies, Books, Travelling, Gaming (Consoles,PC,Mobile).

## ADDENDUM – SKILLS/SOFTWARE'S

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|-------------------------------------------|-----------------------------------------|
| ● Selenium Web drivers(Soft knowledge)    | ● 3D modelling: 3DS Max and Maya        |
| ● Bug Bases: JIRA, Bugzilla, Lean testing | ● Sculpting: Mudbox, Zbrush             |
| ● Programming: Core Java, C, C++, RWD     | ● Adobe After Effects, PS, Premier      |
| ● MS Office (Excel , Word etc.)           | ● Real Flow, PF track                   |
| ● Hardware/Software handling: PC          | ● Nuke, Mocha                           |
| ● Console handling: Xbox, PS, Nintendo    | ● Unity, Unreal game engine             |
| ● DFM and Photography                     | ● Roto, Tracking, Particle effects, VFX |
| ● Animation, Stop motion.                 |                                         |

Fluent in English, confident and excellent communication skills. Skilled with MS office Excel, Word etc.