

# Abhishek Uppal

Game QA | PCC | Microsoft Compliance

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## EXPERIENCE

### **Kwalee Ltd, Bangalore — Senior Quality Assurance Tester**

JULY 2023 - APRIL 2024

- Worked with multiple departments in an Agile fashion to ensure the timely release of games on platforms like Steam, Epic, Playstation, Android, iOS, and XBOX.
- Attained exposure to mobile testing methodologies and tools like AppsFlyer, Firebase, and IronSource, along with API testing through Postman and Stress/load testing via Jmeter.
- Planned delivery milestones, devised requirement verifications document and team allotments to utilize resources better and save time.
- Mentored and trained team members on testing tools and practices which maintained high standards across the team.
- Actively participated in daily and weekly catchups, providing project status updates to senior management and partner developers.

### **Kwalee Ltd, Bangalore — Quality Assurance Tester**

APRIL 2022 - JULY 2023

- Proficient in creating and executing comprehensive test plans.
- Effectively managed and supervised a team of up to 8 junior testers, assigning tasks, reviewing bugs, and providing mentorship.
- Extensive experience in a product-based department, working in an agile environment with consistent and transparent communication with developers.
- Responsible for generating daily and weekly reports
- Member of the Core Microsoft - Xbox Compliance Team, actively contributing to internal projects.

## AWARDS

Highest Bugs Reported in a Quarter - January 2022 - Babel Media (Keywords)

## KEY SKILLS

Microsoft Xbox CQA

Mobile Testing - iOS and Android

iGaming

EGM Testing

Leadership & Management

Resource Planning

API Testing | Postman

Basics of Selenium | SQL

PC and Console Testing

Debugging | Bug Tracking

## LANGUAGES

English (Fluent), Hindi (Native)

## **Babel Media (Keywords), Gurugram —Jr. Quality Assurance Tester**

MARCH 2020 - MARCH 2022

- Highly skilled in Functional Testing (Smoke, Integration, System Testing) and Regression Testing.
- Proficient in writing, reviewing, and executing test cases, as well as conducting ad-hoc testing.
- Demonstrated hands-on experience with a wide range of devices, including Windows PCs and gaming Consoles such as Playstation and Xbox series, Nintendo Switch, PS VR Headset, and Android devices.
- Possess a comprehensive understanding of tools such as the ADB logcat tool, console dev kits, and their respective managing software tools like XDK, GDK, and PS Target Manager.
- Utilized Test Rail for organizing and managing test suites and test cases.
- Acclaimed for exceptional Bug Finding and Bug Writing skills, coupled with extensive expertise in utilizing bug tracking site JIRA.

### **ABOUT ME**

As an avid PC gamer, I've explored multiple titles, from immersive RPGs like The Witcher 3 to multiplayer games like Helldivers 2. Through countless hours of gameplay, I've cultivated a deep understanding of mechanics across various genres, honing my skills not just as a player, but as a discerning tester. My passion for dissecting games extends beyond the screen; I excel in crafting comprehensive test plans, meticulously updating them with each changelog iteration. Leading teams of up to four, I've demonstrated adept leadership, fostering collaboration and efficiency in pursuit of flawless gaming experiences. Additionally, my expertise in Microsoft compliance ensures that every aspect of the gaming process meets industry standards with precision.

### **GAMES I'VE WORKED ON**

*Sniper Elite 4 (Nintendo Switch, PS) || Sniper Elite 5 (PC, Xbox) || Humar Fall Flat (PC, Switch) || Outriders (PC, PS) || Fall Guys (PC) || Dragon Ball Fighters Z (PC, PS, Switch) || Evil Geniis 2 || Wildmender (PC, Xbox, PS) || Stranded Deep (Xbox)*