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Pune, Maharashtra

Swapnil Sanjay Kelkar

PROFESSIONAL SUMMARY

Enthusiastic game tester with 4.5 years of experience eager to contribute to team success through hard work, attention to detail and appropriate organizational skills. Clear understanding of what is expected and making sure that the accurate results are delivered. Constantly exploring ways to gain knowledge about the various elements of Quality Analysis. Excellent interpersonal and communication skills. Big picture focus with excellence in communicating goals and vision to succeed.

SKILLS

- Defect Monitoring
- QA Tools
- Daily Workflow Improvement
- Project Planning
- Risk Management
- Root Cause Analysis
- Documentation skills
- Manual test case preparation
- Load/Stress Testing
- C | C++ | Java

- Team Management
- SQA Testing & Methodologies.
- Regression, UI & Compatibility Testing.
- Performance/Load/Stress Testing.
- Defect/Bug Tracking.
- Test Strategies & Coverages.
- **Development Tools:** Eclipse, Unity.
- **Testing Tools:** JIRA, Bloomberg reporter.

EXPERIENCE

Ubisoft Entertainment India Private Limited, Pune
Senior Game Tester, Quality Control
October 2022 – Present

- Coached and assisted employees with adapting to new processes.
- Created procedures for quality assurance, best practices and project management.
- Aligned production operations to meet higher standards and maximize returns.
- Generated detailed reports covering analysis of key data and outlining potential solutions.
- Mentored team of 12 QA Testers working on particular sector of title.
- Worked on various projects, including Immortals Fenyx Rising [Nintendo Switch], XDefiant [PC, PS5 & Xbox], The Division Heartland [PC], Wild Call [iOS], Roller Champions [PC], Ghost Recon Breakpoint [PC], Hyperscape [PC], Assassin's Creed: Nexus [Oculus VR].

Game Tester, Quality Control
April 2021 – September 2022

- Conducted regression testing, analyzed results and submitted observations to development team.
- Wrote and optimized test cases to maximize success of manual software testing with consistent, thorough approaches.
- Collaborated with developers and product owners to stay current on product features and intended functionality.
- Created detailed reports with dedicated team of 6 to optimizing user experience through testing strategies and close collaboration with Developers and QA experts.
- Acted as primary liaison between production department and QA team, responsible for gathering changes in design documents and maintaining up-to-date Confluence pages.

Junior Game Tester, Quality Control
June 2019 – April 2021
- Tracked, prioritized and organized defects with JIRA, working with development team to facilitate timely corrections.
- Authored and maintained well-organized, efficient and successful manual test cases for entire team.
- Wrote and optimized test cases to maximize success of manual software testing with consistent, thorough approaches.
- Collaborated with developers and product owners to stay current on product features and intended functionality.
- Reported 2450 bugs over 4 years and was top reporter for 3 consecutive years across multiple projects.

EDUCATION

- 10th Science (ICSE) March, 2010
- 12th Computer Science (ISC) March, 2012
- **BSc in Computer Science** (Pune University) Nov, 2020