

Ruchit Nagdeve

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PROFILE SUMMARY

Senior Game Tester with 3.5 years of hands-on experience in manual testing across **Android, iOS, and PC platforms**. Proven track record in **bug tracking, regression testing, test case design**, and **multiplayer/network testing**. Adept with QA tools such as **JIRA, TestRail, Playgami, Charles Proxy**, and **SRDebugger**. Recognized for reducing bug turnaround time by 30% and delivering high-quality features in one of the **highest-grossing games globally**.

Experienced in team leadership, cross-functional collaboration, and maintaining quality standards.

PROFESSIONAL EXPERIENCE

Senior Test Engineer

GlobalStep, Pune, India | Dec 2021 – Present

- Tested **high-profile mobile games**, delivering polished features and minimizing post-release defects.
- Reported over **200+ critical and major bugs**, ensuring optimal game quality using JIRA, TestRail, and custom debug tools.
- Improved communication between QA & Dev teams, leading to **30% faster bug resolution**.
- Led QA operations in the **absence of the team lead**, managing test assignments and mentoring junior testers.
- Served as **Feature POC**, validating releases and collaborating with cross-functional teams.
- Special focus on **multiplayer, network stability, localization, and cheat/exploit detection** testing.
- Actively participated in POD meetings, sprint planning, and **defect triage** sessions.

QA Intern

Larsen & Toubro, Ahmednagar | May 2019 – Nov 2019

- Performed manual testing and quality checks, developing strong attention to detail.
- Used Rapid i and Minitab for validation and defect analysis, building a data-driven QA approach.
- Collaborated with engineers to resolve recurring issues, enhancing cross-team communication.

CORE SKILLS

- **Testing Types:** Smoke, Functional, Regression, A/B, Compatibility, Performance, Exploratory, Multiplayer/Network, Localization, Cheat & Exploit Detection.

- **Tools & Platforms:** JIRA, TestRail, Charles Proxy, Kibana, SRDebugger, Admin Tool, Bugsnag, Playgami, Confluence
- **QA Techniques:** Test Case Design & Execution, Bug Reporting, Log Analysis, Feature Validation, Root Cause Analysis
- **Soft Skills:** Leadership, Mentorship, Cross-Team Communication, Task Delegation, Agile Collaboration

PROJECT HIGHLIGHTS

- **Genre Tested:** Board, Puzzle, Multiplayer Action, Battle Royale
- **Software & Tools:** JIRA, TestRail, Bugsnag, Playgami, Kibana, Custom Debugging Tools, Charles Proxy
- **Game Types:** LiveOps Events, Feature Updates, Localization Releases
- **Platforms:** Android, iOS, PC
- **Notable Contribution:** QA for one of the **top 10 grossing mobile games worldwide**

LEADERSHIP & TEAM COORDINATION

- Stepped up in the absence of the lead by reviewing task handovers, managing resource allocation, and ensuring timely execution of deliverables.
- Monitored progress of all QA tasks, proactively addressing blockers to meet project deadlines.
- Prepared and shared daily status reports to maintain transparency with stakeholders.
- Provided guidance and mentoring to junior testers, fostering team growth and productivity.

EDUCATION

Bachelor of Engineering (Electrical)

G.H. Rasoni College of Engineering, Nagpur

Graduated: October 2020