

Ruchit Nagdeve

Senior Game QA Tester

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PROFILE SUMMARY

Senior Game QA Tester with 4+ years of experience in manual and black box testing across mobile and PC games. Skilled in functional, regression, multiplayer/network, localization, LiveOps, monetization, crash, compliance, and API testing. Adept at bug isolation, exploit detection, and test case design, ensuring defect-free and smooth gameplay experiences. Contributed to QA of a **Top 10 highest-grossing mobile game globally**, recognized for proactive collaboration, reliability, and early bug detection in Agile POD setups.

KEY ACHIEVEMENTS

- Reduced post-release defects by **30%** through early detection of **200+ critical and major bugs**.
- Delivered **zero launch-blocker builds** across multiple feature rollouts and patches.
- Ensured successful App Store & Google Play submissions with no rejections.
- Recognized by clients for **dependability, risk detection, and QA contributions**.
- Stepped in for QA Lead, managing juniors, delegating tasks, and reporting effectively.

PROFESSIONAL EXPERIENCE

Senior Game QA Engineer | *GlobalStep, Pune* | Aug 2021 – Present

- Performed manual and black box testing for puzzle, multiplayer action, battle royale, and LiveOps titles.
- Conducted **cross-device compatibility, multiplayer, crash/stability, localization, and API validation using Postman**.
- Reported 200+ major bugs, reducing post-release issues by 30%.
- Designed test plans, regression suites, and **executed Build Verification Testing (BVT)**.
- Performed **monetization testing** (IAPs, rewarded ads, economy balance, reward systems), validated **social features**, and **localization**.
- Collaborated in **Agile ceremonies** (planning, retrospectives, demos, bug triage) to ensure smooth QA coverage.
- Performed **Store Compliance Testing** to ensure builds met App Store & Google Play submission requirements.
- **Led QA execution in Lead's absence** - mentoring juniors, resolving blockers, and tracking progress.

QA Intern | *Larsen & Toubro, Ahmednagar* | May 2019 – Nov 2019

- Performed manual QA and defect tracking for industrial systems.
- Used Minitab and Rapid-i for quality checks and root cause analysis.
- Collaborated with engineers to resolve recurring quality issues, improving reliability.

CORE SKILLS

- **Game Testing:** Functional, Regression, Smoke, Exploratory, Black Box, Multiplayer/Network, Localization, Performance, Compatibility, Crash & Stability, Monetization, Social Features, Store Compliance, Exploit/Cheat Detection, API Testing
- **Tools:** JIRA, TestRail, Postman, Charles Proxy, Bug Snag, Kibana, SRDebugger, Playgami, Admin Tool
- **Techniques:** Bug Isolation, Test Case Design, Log Analysis, Root Cause Analysis, Feature Validation, Test Planning
- **Agile:** Sprint QA Ownership, Task Delegation, Cross-Functional Collaboration, Client Reporting

PROJECT HIGHLIGHTS

- QA contributor for a Top 10 highest-grossing mobile game globally.
- Delivered stable multiplayer & LiveOps QA, including matchmaking, synchronization, events, and patches.
- Validated monetization, store compliance, and multilingual localization across multiple releases.

EDUCATION

Bachelor of Engineering (Electrical) G.H. Rasoni College of Engineering, Nagpur | Oct 2020