



Game Development

GAME TEST ENGINEER

We are looking for a super Game Test Engineer who is passionate about quality and games. As such, you will be working closely with Artists, Developers and Stakeholders to ensure high quality game products.

You will be performing various types of software testing - functional, integration, regression, performance etc. and you will be involved in the whole game development lifecycle: Game Concept Creation, Design, Development, Testing, Release and Maintenance.

All applicants must be eligible to work in the EU.

Main Responsibilities

- Write and perform test cases based on requirements
- Design, create and execute automation test scripts
- Analyze game behavior, report and follow up issues and bugs
- Take part in usability testing
- Keep close communication and collaboration with the rest of the team

Skills and Qualifications

- Bachelor degree in Computer Science or similar, or at least 2 years of experience as a Software Test Engineer
- Solid knowledge of the quality assurance processes
- Proficient analytical and problem-solving skills
- Experience working in an Agile/Scrum development
- Very good communication skills and fluency in English

Advantages

The following skills and expertise are considered an advantage:

- Experience with one or more of the following automation tools:
- Selenium, Cucumber, SoapUi, JMeter or similar
- Experience with mobile testing platforms, devices and emulators
- Experience with version control tools, such as Git
- Experience and understanding of build and deployment processes

Contact us: hello@justforthewin.com



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- Being a Cyborg is actually considered an advantage

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