

Niraj Vitthal Pandav

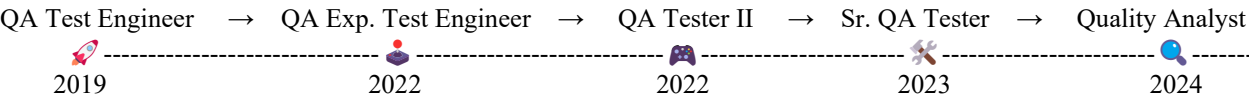
+91 7030301214 | er.nirajpandav@gmail.com | [Niraj Pandav](#) | [Niraj Pandav | LinkedIn](#)

Quality Assurance professional with **6+ years of experience** in **manual and automation testing, test planning, and process optimization**. Skilled in **risk assessment, data-driven reporting, and workflow automation**, with strengths in **collaboration, problem-solving, and mentorship** to deliver high-quality products and seamless user experiences.

Key Skills

- Manual Testing
- Automation Testing
- Test Planning
- Risk Assessment
- Experimental Test Methodologies
- Test Process Optimization
- Data Analysis & Reporting
- Reporting, and Quality Insights
- Test Workflow Setup & Automation Support
- Communication
- Collaboration & Teamwork
- Problem-Solving
- Adaptability
- Attention to Detail
- Time Management
- Critical Thinking
- Mentorship & Knowledge Sharing

Work Experience



ManpowerGroup Services India Pvt. Ltd.
Client: Electronic Arts Games India Pvt. Ltd.

Quality Analyst
August 2022 – Present

- Planned and executed testing strategies by creating and refining test plans, test cases, and acceptance criteria; ensured alignment with milestone goals and quality standards.
- Conducted manual and automated testing (functional, exploratory, regression, compliance, and unit testing) across multiple platforms (PC, consoles, Steam Deck, VR), consistently reporting high-quality defects and minimizing duplicates.
- Leveraged telemetry, Jira, QMetry, TestRail, and Unreal Engine to track, analyze, and validate results, supporting risk-based testing and continuous improvement.
- Analyzed bug trends, test execution outcomes, and performance data to identify risks, streamline workflows, and improve overall efficiency.
- Reported on quality trends, blockers, and performance through structured reports and presentations tailored for development, production, and leadership.
- Built deep domain expertise in racing titles (F1 & WRC) with VR and peripherals, applying learnings to strengthen test coverage and player experience.
- Collaborated with QA, development, design, and production teams to resolve defects, align on requirements, and drive features through milestones.
- Supported automation initiatives by identifying cases suitable for automation, contributing to scripts, and promoting adoption of efficient testing workflows.
- Mentored and onboarded junior testers by coordinating daily tasks, documenting best practices, and leading knowledge-sharing sessions.
- Championed a player-first mindset by delivering structured, actionable feedback that balanced consumer expectations with development timelines and constraints.
- Worked as an Internal Dev QA, defining features Open for Testing (OFT) for functional QA, while collaborating with developers and designers on documentation, tools, and bug fixes.

Reliance Animation Studios India Pvt. Ltd.
Client: Codemasters Software Company

QA Experienced Test Engineer
April 2019 – July 2022

- Executed functional, regression, exploratory, and compliance testing across multiple platforms, including PC (Steam/EA App), PlayStation 4/5, and Xbox One, ensuring consistent quality across builds.
- Tested multiple racing titles (e.g., F1, WRC, GRID Legends, Dirt 5), gaining domain expertise in gameplay mechanics, tuning, and system behaviors.
- Reported, tracked, and retested defects using Jira and other project management tools, ensuring clear reproduction steps and minimizing duplicate or invalid entries.
- Prepared and delivered daily progress updates and test reports to QA Leads and Project Managers, highlighting quality trends, risks, and blockers.
- Collaborated with senior QA, development, and production teams to verify fixes, clarify design issues, and ensure alignment with milestone goals.
- Learned and applied platform-specific compliance standards to support certification requirements and audits.
- Adapted test execution strategies based on project scope, timelines, and platform-specific needs.
- Shared learnings and knowledge with peers to improve testing efficiency and accuracy within the team.

Word Bite Technology Pvt. Ltd.

Director
August 2018 – January 2019

- Began as a Web Developer, building and deploying core web solutions for the startup.
- Transitioned into **technology leadership (CTO)**, driving the roadmap, architecture, and development practices.
- Set up **scalable infrastructure and QA workflows**, ensuring product quality and reliable delivery.

Tools & Proficiency

- **Test Management & Defect Tracking:** TestRail (Advanced), QMetry (Advanced), Jira (Advanced)
- **Game Engines & Platforms:** Unreal Engine (Intermediate – unit testing & test planning), PC (Steam, EA App) (Advanced), MS & Sony Consoles (Advanced), Steam Deck (Intermediate), VR Devices (Advanced)
- **Reporting & Analytics:** Telemetry tools (Advanced), Performance Reports (Advanced), Power BI (Basic)
- **Automation Tools:** Selenium with Java (Intermediate), [Org-Specific Tool] (Intermediate), Power Automate (Intermediate), Excel (Advanced), Power Apps (Intermediate)
- **Programming Languages:** Java (Familiar), JavaScript (Familiar), Python (Familiar), HTML & CSS (Familiar)
- **Debugging & Analysis:** Crash/Call Stack Analysis (Intermediate)

Education & Certification

- **Bachelor of Engineering (Electronics & Telecommunication)** – Savitribai Phule Pune University (SPPU)
- **Foundations of Software Testing** – ISTQB Certified Tester [Credly](#)
- **Agile Testing** – Certified [Credly](#)
- **Exploratory Testing** – Certified [Credly](#)
- **Testing Foundations** – Certified [Credly](#)
- ISTQB Foundation Level (CTFL) V4.0 + Practice Exams – 2025 [View Certificate](#)
- **Test Automation Foundations** – LinkedIn Learning [View Certificate](#)
- **Selenium WebDriver with Java** – Udemy [View Certificate](#)