

# ISHAN FERNANDES

+44 7823 711221

London, UK

fern.ishan@gmail.com

## ABOUT ME

Detail-oriented Computer Science undergraduate with a strong passion for video games, quality assurance, and player experience. Experienced in identifying bugs, edge cases, and gameplay inconsistencies through extensive hands-on gaming and technical problem-solving. Strong communicator with a structured, analytical mindset and a deep understanding of how games function under the hood. Seeking an entry-level Game Tester / QA role to contribute to polished, player-ready releases.

## EDUCATION

### ROYAL HOLLOWAY, UNIVERSITY OF LONDON

BSc Computer Science

2025–Present

### ST. XAVIERS COLLEGE, MUMBAI

Junior College, 11<sup>th</sup> and 12<sup>th</sup> grade

2023–2025

## SKILLS

- Functional & Exploratory Testing
- Bug Identification & Reproduction
- Test Case Writing
- Regression Testing
- Gameplay Balance & UX Feedback
- Attention to detail
- Clear Bug Reporting
- Communication & Teamwork
- Understanding of Game Loops & State Systems
- Debugging & Logic Analysis

## AVAILABILITY

- Part-time / Temporary / Contract
- Flexible hours (including evenings & weekends)

## WORK EXPERIENCE

### Independent Game Testing & Analysis (Personal / Academic Experience)

- Tested gameplay mechanics, progression systems, UI, and performance across multiple genres (narrative, action, multiplayer, horror).
- Identified bugs including collision issues, animation glitches, audio desync, UI overlap, soft locks, and progression blockers.
- Reproduced bugs using step-by-step test scenarios and documented expected vs actual results.
- Provided structured feedback on player experience, pacing, difficulty curves, and immersion.
- Tested games across different hardware setups and display configurations.

### PLAYER EXPERIENCE & UX FEEDBACK

- Analysed UI clarity, menu navigation, HUD readability, accessibility, and onboarding flow.
- Identified moments where players may feel confused, stuck, or frustrated and suggested improvements.
- Provided feedback on narrative pacing, dialogue flow, and player choice impact in story-based games.
- Assessed tutorial effectiveness and learning curves for new players.

### SAMPLE TESTING

- Verified whether checkpoints reload correctly after death.
- Checked if objectives trigger correctly under different player actions.
- Tested whether audio cues match in-game events.
- Confirmed UI scales correctly across resolutions.
- Attempted to break progression by skipping steps or replaying sequences out of order.