

# Aditya Vashishtha

GAME TESTER & DESIGNER

## Contact



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<https://le-portfolio-aditya.com/>

## Skills

- Bug Tracking & Reporting
- Test Execution & Gameplay Testing
- Quality Assurance & Regression Testing
- Multiplayer & Game Testing
- QA Reports and Testing Documentation

## Tools

- Unity
- Jira, Trello
- Unreal Engine
- Github

## Education

### Honours Bachelor of Game Design

Sep 2022 - May 2026  
Sheridan College, Oakville

- GPA- 3.83
- Teamwork exercises, design workflow, testing.
- Ideation, data analysis, and documentation

## Profile

Passionate Game Tester and Designer with 3+ years of experience in game development, QA, and project management. Skilled in identifying and resolving bugs to enhance game stability. Proficient in Unity, Unreal Engine, JIRA, and Trello, with a keen eye for gameplay mechanics and execution. Thrives in fast-paced, collaborative environments and is excited to contribute to VR gaming innovation.

## Experience

### ● Game Designer, Tester and Project Manager

Aarquie Solutions (Fiverr)

Sep 2021 - Present

- Conducted extensive QA testing across multiple game projects, logging and reproducing over 500+ bugs to improve gameplay stability.
- Developed and delivered detailed design documentation using JIRA and Confluence to align with client requirements.
- Managed cross-functional teams of up to 7 contractors, using Trello for efficient task delegation and project tracking.
- Executed playtesting sessions, analyzing player interactions and providing actionable feedback to enhance user experience.

### ● Junior Organizer (Volunteer)

Toronto Game Jam, Toronto

Sep 2023 - Present

- Coordinated game jam events with over 400+ participants, ensuring smooth collaboration and on-time delivery of projects.
- Planned meetings and contributed to the strategic planning of event operations, ensuring the smooth functioning of activities

## Academic Projects

### ● Game Designer, Programmer and Tester

Sep 2022 - April 2024

- Contributed to the design and testing of team projects, ensuring the delivery of polished, high-quality games.
- Created detailed testing documentation, tracking performance issues, and QA reports to document balance issues.
- Focused on implementing gameplay mechanics and player engagement features, refining designs based on playtesting results and telemetry data.