



Quality Assurance Tester

We are Velan Studios, an independent game developer focused on creating ground-breaking innovative game experiences across existing and emerging platforms. Velan Studios' team members have created, developed and contributed to some of the most impactful and innovative game franchises of the last 20 years, including *Guitar Hero*, *Skylanders*, *Rock Band*, *Mario Maker*, *Tony Hawk*, *Metroid Prime*, and *Uncharted*. Velan Studios is based in Troy, NY.

At Velan, we believe in maintaining a collaborative, diverse, and creative team environment and we're looking for new team members who have a desire to help grow our studio.

If you're an experienced QA Tester, we would love to hear from you!

Responsibilities

- Pre- and Post-integration testing (ad hoc, testcase driven, and/or tools-assisted manual testing).
- Discovery, reproduction and regression of defects, as well as defect origin analysis.
- Risk analysis of new features and iterations, including impact and scope.
- Continuous Test Planning and execution with upstream test practices.
- Debugging support, log capture, and general capabilities to tinker with various technologies.

Requirements & Qualifications

- Excellent understanding of software quality assurance concepts, debugging processes and procedures
- Understanding of the software development life cycle and how it applies to QA
- Ability to develop and foster strong working relationships with development partners, customers, support teams, and management
- Excellent verbal and written communication skills, including accurate and timely reporting
- Strong observational skills, analytical, and detail oriented
- Strong problem-solving skills
- Exceptional organization and time management skills, and experience working in a Scrum/Agile environment is a plus
- Ability to take ownership of individual project requirements without constant supervision
- Familiarity with PC, Console, and Mobile platforms
- Minimum 1-3 years of QA experience
- Experience and understanding of localization requirements of different types of game assets for world-wide product releases.

Big plusses:



- Some background in Computer Science, Computer Engineering, or other coding is preferred but not essential
- Experience with Jira for task management and bug tracking
- A passion for games and gaming technology

To apply for this position, send your send resume to jobs@velanstudios.com. Be sure to reference the position you're applying for in the subject line.