



Bogdan Carcadea

Senior QA Engineer | Test Automation & AI Tools

bogdan.carcadea@gmail.com · +40 766 600 410 · Bucharest, Romania, RO · linkedin.com/in/bogdan-carcadea

SUMMARY

Senior QA Engineer with over 5 years of experience in software quality assurance, with an emphasis in gaming, specializing in end-to-end test strategy, cross-functional alignment, and QA pipeline optimization. Operating with a high degree of autonomy and project ownership, acted as the primary quality gateway from initial planning/roadmap to final multi-platform release. In addition, integrating AI-assisted development tools (Claude, Gemini) and foundational automation (C#, Python, Unity Test Framework) to scale testing efforts, eliminate bottlenecks, and drive studio-wide workflow standardization; currently, beyond technical execution, assigned to recruitment and mentoring, shaping the QA department's talent pipeline. Having built a solid automation foundation, now focused on test automation and CI/CD, with a strong interest in designing maintainable, scalable QA pipelines.

EXPERIENCE

Avantaj Play

QA Engineer | September 2025 – Present

- Orchestrating end-to-end QA strategy for a multi-platform project as sole QA owner, from planning through release validation.
- Introducing automated testing (C#, Unity Test Framework, AltTester, Python) across core application flows — eliminating repetitive manual smoke and regression testing and cutting overall manual QA effort by 50% each sprint.
- Redesigning Jira workflows and tracking boards, establishing standardized reporting adopted daily across 4 cross-functional teams (QA, Dev, Art, Management).
- Holding core technical accountability for the QA department — driving recruitment and technical assessments, and personally training/mentoring a small team through onboarding and a later project transition.
- Producing end-of-sprint video summaries for cross-functional stakeholders, covering completed work, blockers, and upcoming milestones.
- Owning test case design as the sole QA contributor on the project — authoring 10-20 new test cases per newly implemented feature each sprint — and managing the defect lifecycle through to validated fixes, in close collaboration with design and development.
- Extending regression, validation, and functional/non-functional testing support to other internal projects, including a finance-focused VR application.

Ubisoft

Quality Analyst Technician | June 2024 – August 2025

- Owning select projects end-to-end — overseeing a team of 15 expert testers, allocating tasks, tracking technical KPIs, and reporting to QC leadership.
- Identifying, analyzing, and validating critical issues to secure stability and release readiness across console, PC, and mobile platforms.
- Collaborating with development and QC teams to reproduce, debug, and escalate high-priority defects.
- Applying functional, non-functional, and risk-based testing to maintain coverage and consistency across builds.
- Supporting milestone delivery, compliance, and certification requirements while improving end-user experience through defect reporting and fix verification.

QC Tester | March 2021 – May 2024

- Identifying and reporting defects in close collaboration with development and design teams.
- Writing, updating, and executing test cases against process requirements.
- Escalating bugs to development teams and documenting them in issue tracking systems.

WPG Racing Solutions

Customer Support Representative | February 2021 – June 2021

- Addressing various customer tickets directly.
- Resolving customer enquiries and complaints promptly.

Electronic Arts (EA)

Quality Controller | July 2019 – October 2019

- Identifying, analyzing, and reporting defects prior to releasing, in partnership with design and development.
- Logging bug reports in tracking databases, ensuring seamless escalation to development teams.

PERSONAL PROJECTS

Match-3 Automated QA Framework

Self-initiated, non-commercial framework, built solo with AI-assisted development (Claude Code) to explore scalable, code-driven QA for mobile games.

- Operating self-running automated test suites for Match-3 style games — covering level validation, personality/alter-ego logic, and full functional coverage across performance, visual, audio, event, notification, and monetization systems.
- Replacing case-by-case manual scripting with a single reusable framework that adapts to new levels and content updates, cutting new-level test setup time from hours to minutes.

Fitness AI

Solo-built, single-codebase progressive web app with a live cloud backend, architected for production-grade reliability and built end-to-end using AI-assisted tooling (Claude, Gemini) within a structured Git/PR-based workflow mirroring professional release practices.

- Building a predictive analytics engine — regression-based progress forecasting with adaptive confidence scoring, self-correcting calorie targets, and personalized meal plans that respect dietary restrictions and macro goals.
- Powering an AI conversational coach (Claude/Gemini/OpenAI) with persistent long-term memory and proactive daily briefings, maintaining continuity across sessions.
- Tracking strength training with progressive-overload recommendations and automatic plateau detection, while unifying identity/account architecture for secure, cross-device authentication.

Stack: JavaScript, Firebase, LLM API integration, algorithm design, UX/UI design, Git/PR workflow. **In progress:** social/competitive features, account system overhaul, gamification.

SKILLS

★ Test Automation & QA

Manual Testing, Test Automation, QA Automation, API Testing, Black-Box Testing, White-Box Testing, Gray-Box Testing, Functional Testing, Non-Functional Testing, Structural Testing, Static Testing, Exploratory Testing, Smoke Testing, Regression Testing, Confirmation Testing, Performance Testing, Compatibility Testing, Mobile Testing, Localization Testing, Accessibility Testing, User Acceptance Testing, A/B Testing, Risk-Based Testing, Unit Testing, Integration Testing, System Testing, Equivalence Partitioning, Boundary Value Analysis, Decision Table Testing, State Transition Testing, Software Testing Life Cycle (STLC), Test Strategy, Test Planning, Test Cases, Test Closure, Quality Assurance, Defect Lifecycle Management, Defect Tracking, Bug Tracking, Debugging, Severity & Priority Classification

★ Tools & Frameworks

AltTester, Unity Test Framework, Jira, Confluence, TestRail, Xray, Miro, GitHub, Git, Jenkins, DevTrack

★ Programming

C#, Python, JavaScript, HTML5, CSS, MySQL

★ Methodologies

CI/CD, Software Development Life Cycle (SDLC), Agile Methodologies

★ AI & Emerging Tools

AI-Assisted Development, Claude (Anthropic), Gemini, RoVo AI (Atlassian), GitHub Copilot, ChatGPT, Cursor

★ Soft Skills

Technical Recruitment, Mentoring, Cross-functional Collaboration, Project Ownership, Attention to Detail, Analytical Skills, Problem Solving

EDUCATION

University of Bucharest

Master's degree in Multimedia and Audio-Video Production | 2025 – 2027

University of Bucharest

Bachelor's degree in Communication and Public Relations | 2022 – 2025

Polytechnic University of Bucharest

Bachelor's degree – Faculty of Energy Engineering | 2018 – 2022

LANGUAGES

Romanian

Native



English

Fluent



French

Elementary

