UBISOFT REFLECTIONS × **UBISOFT LEAMINGTON**

JUNIOR DEVELOPMENT TESTER

Job Purpose

Engage in testing of multiple project features to ensure the players will enjoy a smooth non-interrupted gaming experience. The Junior Development Tester supports the project by reporting on bugs they've encountered and testing fixes to ensure project features, content and technology are functional and to the expected level of quality.

Reports To

Lead QA.

Responsibilities

- Work as a tester embedded within a development cell, taking responsibility for validation of feature development for that cells' given mandate;
- Write, track, assign and follow-up on bugs;
- Utilise bug tracking software effectively, maintain and execute Smoke Tests, and engage with and suggest improvements to project debugging tools;
- Create and maintain documentation for their relevant cell to aid with development and testing efforts;
- Utilise JQL queries to streamline searching of bug reporting database;
- Perform regular regression of entered bugs to validate that they are fixed;
- Stay up to date with planned changes and updates from the development team;
- Develop and maintain test workflows for the assigned area(s) with a focus on efficiency of the project and the quality of the game;
- With the support of the Lead QA, determine prioritisation of assigned work based on the project needs, clarifying requirements with respective stakeholders where necessary;
- Maintain good communication with all team members on the project;
- Work closely with the Lead QA to ensure that all testing needs for your assigned mandate are correctly met;
- Support the Development and Production teams with specific requests.

Skills and Knowledge

- Ability to adapt to change, work effectively under pressure and handle competing priorities while managing expectations;
- Ability to problem-solve and use initiative to navigate complex tasks;
- Good written, interpersonal and communication skills;
- A basic awareness of the video game industry and software testing processes;
- A basic awareness of the video game platforms and technologies;

- Good knowledge of the Microsoft suite e.g. Word, Excel, OneNote, MS Project, PowerPoint and Outlook.

Relevant Experience

- Experience in a Development/Software Tester or transferrable role with relevant skills desired but not essential;
- Experience outside the games industry relevant to the skills and knowledge desired above.