



Quality Assurance Specialist

Saguenay - Full-time - 744000028625680

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As part of the game production on NFL Primetime Fantasy, the person in this role is responsible for the quality of systems and/or content produced and maintained in his/her area(s) of expertise. He/she analyzes and reassesses test requirements and orchestrates the implementation and recurring execution of test plans by QC partners.

He/she optimizes the quality of the deliverables and the efficiency of the tests by proposing automations and adjusting the scope of the tests to optimize the efforts required to achieve them.

Responsibilities :

- Ensure the quality of the deliverables of his/her cell.
- Define test plans, their evolution and maintain them.
- Analyze test reports.
- Propose and orchestrate automation in the implementation and recurring execution of test plans by QC partners.
- Promote quality and maintain an effective synergy with key stakeholders in his field (e.g., PM, Progs, Designers).
- Be the project reference in quality management for his/her domain.
- Challenges, as needed, established validation guidelines.
- Actively participates in the evolution of quality assurance practices.

- Quality oriented
- Good knowledge of QA methodologies, tools, and processes
- Knowledge of bug tracking software (e.g., Jira) and test management tools (e.g., TestRail and Xray)
- Knowledge of Windows operating system (win 10) and consoles (Xbox, PlayStation)
- Rigorous and methodical
- Proactive, autonomous, and resourceful
- Be able to provide qualitative feedback
- Good interpersonal and communication skills
- Excellent problem solving, organizational, communication and interpersonal skills
- A highly collaborative, empathetic, and innovative mindset
- A strong understanding of the development process and a passion for video games

The following skills are a plus:

- Clear and structured scripting while being aware of performance, maintenance, scalability, extensibility, and compatibility requirements
- Knowledge of a game engine editor (Unreal, Unity, etc.)
- Understanding of level design processes and methodologies
- Basic knowledge of online networking
- Basic understanding of agile practices

Education:

- A college degree (DEC) in Computer Science or other equivalent education.

Relevant Experience:

- Minimum of 3 years of experience in quality assurance or related experience (troubleshooting, testing).