ABDUL SYED - QA ENGINEER

@ abdulsyed1998@gmail.com   📞 647-677-3725   🔗 syabdulr.github.io/website   in linkedin.com/in/abdulsyed1/

EXPERIENCE

QA Engineer
DocTalk

📅 APR 2024 – Present   📍 Toronto, ON

- Developed and executed comprehensive QA plans, including functional, performance, smoke, and end-to-end testing with Playwright, ensuring the application's readiness for production.
- Automated regression tests and integrated them into the CI/CD pipeline, enhancing testing efficiency and reducing manual testing time.
- Collaborated with stakeholders to gather requirements, created detailed test cases, and maintained a traceability matrix to ensure full coverage.
- Conducted performance testing to identify bottlenecks and optimize application performance under peak loads, ensuring scalability and stability.
- Generated detailed test execution reports and defect logs, providing actionable insights for continuous improvement and effective risk management.

Lead Unity QA Engineer
Alt Ctrl Studios

📅 SEP 2023 – APR 2024   📍 Oakville, ON

- Developed and executed comprehensive QA tests in Unity for an Augmented Reality game, ensuring smooth performance and gameplay quality for the GDC 2024 showcase in San Francisco.
- Conducted user testing sessions and collaborated with the development team to refine gameplay mechanics, resulting in a 26% increase in player engagement and a 15% improvement in user experience.

Front End QA/Developer Co-Op
Lighthouse Labs

📅 APR 2023 – AUG 2023   📍 TORONTO, ON

- Performed front-end testing and debugging, ensuring the accuracy and functionality of UI components during a major redesign that enhanced user experience.

Client Experience Specialist
QuestTechnology Group

📅 JUL 2022 – OCT 2022   📍 TORONTO, ON

- Managed client interactions and documented issues to ensure quality assurance, tracking and resolving pain points through detailed ticketing.

PROJECTS

QuizBee
- Pioneered an innovative design approach of assisting teachers in educating students adhering to Design Principles and Educational Boundaries.
- Developed using Javascript and Figma

After Hours
- Designed user flows and prototypes to mirror player interactions on a 2D Platformer game.
- Developed in Unity Engine and Figma.

BallUp
- Designed and tested the main interactive user interface of a social media app that connects basketball enthusiasts.
- Developed using Figma, Miro and Atomic Design

EDUCATION

Game Design
Sheridan College

📅 APR 2025

- **Degree**: Game Design
- **Certification**: Creative and Problem Solving Skills

Full Stack Developer
Lighthouse Labs

📅 Achieved SEP 2022

- **Diploma**: Full Stack Development

TECHNICAL SKILLS

Playwright	Unity Testing
JavaScript	Python
Jest	Cypress
Mocha	JIRA
SQL	HTML
Node.js	React
GitHub	Figma
Test Management Tools	Selenium
API Testing	Postman
Browser DevTools	End-to-End Testing

CERTIFICATE

Google UX Design

Professional Certification

📅 Achieved May 2024

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- Proficient in UX: empathize, define pain points, ideate, wireframe, and iterate.
- Skilled in research planning, interviews, and usability studies, applying user-centered design, accessibility, and equity principles.

Google UX Design

Professional Certification

📅 Achieved May 2024

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