

# Florent Babin - QA Analyst

I am a QA analyst currently looking for a new job opportunity. I have two years of experience as QA tester and analyst (including internships, and more than one year to work at Ubisoft on Mario+Rabbids: Sparks of Hope). I'm looking forward to improve my skills in this domain, and i'm always eager to learn new things. I'm currently searching for a new work experience in order to progress.

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 LinkedIn

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 Portfolio: flobab.weebly.com

## PROFESSIONAL EXPERIENCES

**2021 May - 2022 October: Junior QA Analyst at Ubisoft Paris Studio on Mario+Rabbids: Sparks of Hope**

- Monitoring and cleaning bug database in jira, entering bugs, gathering infos on bugs, verifying fixes.
- Following specific features, getting infos from their designers, reviewing and assessing bugs priority, severity and probability.
- Testing specific builds to help developpers check if their submit doesn't introduce new issues.
- Informing QC testers on features to test, preparing test plans on features I followed.

**2020 February - July : Game designer assistant at Manzalab**

- Designing functionalities for formation applications and serious games.
- Designing and creating wireframes with Adobe XD to define functionalities.
- Working on user experience and needs on user stories.

**2018 January - July : QA testing internship at Gumi Europe on the game Brave Frontier RPG :**

- Testing weekly and monthly updates, and report new bugs to developers with Redmine
- Writing different kinds of test plans (about updates, characters in game, etc.) .

**2017 April - July : Wordpress developing internship at C'est Nettement Mieux :**

- Creating web sites on Wordpress CMS and customizing them (with HTML/CSS, PHP, Javascript)

**2016 June : audiovisual internship at VélizyTv :**

- Filming and editing short reports with Edius Grass Valley.

## EDUCATION

**2017 - 2020 : Bachelor and Master's degree in game design & programming at Internet and Multimedia Institute**

- (Game design, level design, working on a video game **vertical slice**, rational conception process, development, QA, project management)

**2015 - 2017 : Technology's degree in Multimedia and Internet's Professions at Velizy's Technology's Institute**

- (web development, 2D/3D infographics, audiovisual, communication)

## PROJECTS

**2018 november - 2019 june : Edbong : Game designer, level designer, and integrator :**

- Action top-down game in cooperation (Unity) : won the **Best Gameplay** prize at **Hits Playtime 2019**

**2019 february - march : Bloodsport : Game designer, level designer and integrator :**

- Action tower-defense game in top-down view (Unreal Engine)

You can find more projects on my **portfolio**.

## HOBBIES

**Comic books and mangas**

**Video games** : Fire Emblem, Persona, Celeste

**Cinema and tv series**

**Cultural outing - museum, etc.**

**Drawing** : out-of-school class (2011 - 2020) and during free time.

**Sports** : Stand-up paddle, walking.

**Board games** : Dixit, Carcassonne, Azul.

## Skills

### Conception/Production

Advanced use of **Jira**

Advanced use of **Adobe XD**

Advanced use of **Google Drive**

Familiar with **Testrail**

Familiar with **Office Suite**

### Development

Advanced use of **Unity**

Familiar with **Perforce**

Basic knowledge of **Unreal Engine**

Basic knowledge of **Git**

Basic knowledge in **Web** development

(HTML/CSS, PHP, Javascript)

### 2D/3D Infographics

Advanced use of **Photoshop**

Familiar with **InDesign**

Basic knowledge of **Illustrator**

Basic knowledge of **Blender**

### Others

Familiar with **Audio/video editing**

Familiar with **Wordpress**

### Languages

**French** : native

**English** : TOEIC (2016) : 890/990 pts