

Alabhya Maheshwari

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PROFESSIONAL SUMMARY

Software Test Engineer, passionate about video games. Solid understanding of testing methodologies and the software development life cycle. Excellent track record of resolving issues, increasing customer satisfaction, and driving overall operational improvements while working in an agile environment. Capable of investigating and reporting bugs and testing fixes provided by dev teams paired with excellent technical writing and documentation skills.

SKILLS

- Tracking Tools: Jira, Azure DevOps, Trello
- Design Tools: Blender, Photoshop, Houdini
- Dev Tools: Unity Engine, Google Docs, MS Office, Nuclino
- Version Control Tools: Git
- Languages: C#, C++, Python
- Audio: FMOD, Reaper
- Graphics API: OpenGL 4+, DirectX 11
- Database: Oracle, Sybase, MS SQL, MySQL

EXPERIENCE

SOFTWARE TEST ENGINEER II - EMBEDDED — Experis Game Solutions

US, December 2023 - March 2024

- Embedded with the rendering dev team at Turn 10 Studios to work on the sustainment of Forza Motorsport
- Supported live releases on a monthly cadence
- Designed test plans, strategies and test cases for new features, and executed acceptance smokes
- Investigated bugs and community reported issues, driving effort to enhance coverage based on available user telemetry data
- Worked on automated solutions harnessing in-house tools to reduce test effort across various areas
- Identified risks associated with different features under test and documented them.

SOFTWARE TEST ENGINEER II — Experis Game Solutions

US, August 2022 - December 2023

- Partnered with Studios Quality to develop Forza Motorsport, a AAA racing title for the Xbox/PC platform
- Drove testing by applying appropriate methodologies in key game areas of ownership
- Responsible for creating test cases, planning test coverage, and identifying risks
- Utilized data to analyze and drive test coverage and train and mentor test associates.

VOLUNTEER GAME DESIGNER – Florida Disability Access and Awareness Foundation, Inc

US, June 2021 - Present

- Leading the design team for developing a simulation/role-playing game about disability access
- Collaborating with programming team for scripting gameplay mechanics on Unity
- Handling version control activities and technical documentation
- Contributing to narrative and level design.

GRADUATE TEACHING ASSISTANT – Rochester Institute of Technology

US, August 2020 - December 2020

- Assisted Professor Jessica Bayliss with Console Development - IGME 753.01 (Sony PS4)
- Set up and maintained remote connections to console dev kits for students working remotely off-campus
- Built local git repositories in the lab to facilitate course submissions for students working remotely.

GAME DESIGNER / GAMEPLAY PROGRAMMER – The Falcon Project (Team Falcon)

US, August 2019 - December 2020

- Designed and programmed core game mechanics and vehicle AI for a racing-themed simulation/strategy game
- Devised and maintained the Game Design Document throughout design and development phase
- Collaborated with 3 game engine programmers to port prototypes to a custom-built engine (C++ and OpenGL)
- Led team of 5 artists for creation of 3-D assets and UI elements and developed procedurally generated track tools
- Collected playtesting feedback and tested new features pushed by engines team.

LEVEL DESIGNER / SYSTEMS PROGRAMMER – Time Master (JMDB)

US, January 2019 - May 2019

- Developed a custom game engine for a networked multiplayer-FPS game where players can manipulate time
- Implemented game input system supporting multiple types of input
- Integrated FMOD engine for setting up in-game audio environment
- Designed game arena for multiplayer gameplay and implemented custom shaders for skybox and arena walls.

PROGRAMMER ANALYST – Cognizant Technology Solutions

India, December 2015 - July 2018

- Operated as an Oracle and Sybase Developer contracted by the World Bank Group
- Created code enhancements and fixes to be deployed in bi-weekly code releases and patches
- Assisted in creation of technical documentation and debt analysis reports
- Worked in an agile team environment and effectively communicated with all stakeholders.

EDUCATION

MASTER OF SCIENCE IN GAME DESIGN AND DEVELOPMENT

Rochester Institute of Technology - Rochester NY, Dec 2020

BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE & ENGINEERING

Dr. A.P.J. Abdul Kalam Technical University - Greater Noida, Jul 2015