VINSENSIUS WIDI AMBAR PASUJATI



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PROFESSIONAL SUMMARY

I am Quality Assurance Engineer with hands on experience in website and mobile application testing. Have Experience in game porting, and cross platform QA. Skilled in manual and basic automated test execution, test case design, defect verification, and release validation. Collaborates with global teams to assess feature updates, maintain software quality, and reduce regression risks across software and console environments.

EDUCATION

Brawijaya University | Bachelor Engineer in Computer Engineering | Aug 2019 - Jan 2024 | GPA: 3.62/4.00

PROFESSIONAL EXPERIENCE

WiseWires | Quality Assurance Engineer | Jan 2026 - Present

- Execute manual and automated test scenarios for web and mobile applications to validate software functionality, usability, and release readiness.
- Collaborate with global cross-functional teams to communicate testing findings, investigate software issues, and verify fixes.
- Validate new features, application updates, and recurring maintenance releases, including post-update regression checks.

Agate International | QA Game Tester - Porting Division | Dec 2024 - Jan 2026

- Assessed incoming game porting projects to identify technical risks, platform constraints, and potential functional issues.
- Designed and executed test cases for functionality, regression, platform compatibility, performance, and console compliance.
- Tested game builds across PlayStation, Nintendo Switch, and Xbox environments; served as the QA point of contact (PIC) for a virtual reality project.

Agate International | QA Game Tester - Gamification Division | Jun 2024 - Nov 2024

- Designed functional and non-functional test cases and executed manual flow, regression, compatibility, and performance testing.
- Supported User Acceptance Testing (UAT) documentation and test coverage for gamified software products.

Agate International | Quality Assurance Intern - Porting Division | Mar 2024 - Jun 2024

- Followed structured QA workflows for PS4, PS5, Nintendo Switch, and Xbox testing; received a Golden Ticket award for internship performance.

TECHNICAL SKILLS & TOOLS

QA methods: Manual testing, automated test execution, test case design, bug reporting and retesting, functional and non-functional testing, regression, smoke, compatibility, performance, compliance, UAT, SDLC, STLC.
Programming: JavaScript, Python, SQL, C++.
Testing and API tools: Katalon Studio, Postman, LambdaTest.
Collaboration and development: Jira, Trello, Notion, Figma, Visual Studio Code, AI-assisted workflows, Google Workspace, Microsoft 365.
Console and VR environments: PlayStation Target Manager, Nintendo Switch development tools, Xbox Developer Environment, Meta Quest Link.
Capture and documentation: OBS Studio, FastStone Capture.

SELECTED QA PROJECTS

Game porting: Beneath Oresa, Arc Runner, Republic of Pirates, Discounty, Maid of Sker VR, Tormented Souls 2.
Gamification: Astra Virtue Verse; Vidio Arcade.

LANGUAGES

Bahasa Indonesia: Native **English:** Intermediate (TOEFL ITP: 490)