SION WESLEY

QA ENGINEER | MOBILE, WEB & GAME TESTING

Baton Rouge, LA | +1-323-929-0003 | siphywes@gmail.com | LinkedIn

PROFESSIONAL SUMMARY

QA Engineer with 9+ years of experience testing games and mobile applications across iOS, Android, PC, console, and web environments. Specializes in manual functional, regression, exploratory, compatibility, and feature testing; defect reproduction and documentation; and cross-platform validation. Documented 350+ high-priority defects at Riot Games and 150+ gameplay, UI, and performance issues at Jadu AR.

CORE SKILLS

Testing: Functional, Regression, Smoke, Exploratory, Feature, Compatibility, UI/UX, Multiplayer, Performance, Build Verification, Release Testing
Platforms: iOS, Android, PC, PlayStation, Xbox, Cross-Platform Applications
QA & Documentation: Test Case Development, Test Plans, Defect Reproduction, Bug Reporting, Severity Assessment, Fix Verification, Regression Documentation
Tools: Jira, TestRail, Azure DevOps, Zephyr, Git, Charles Proxy

WORK EXPERIENCE

Jadu AR Inc. — QA Lead / Senior QA Engineer

Remote | Nov 2023 – Jul 2024

- **Identified and documented 150+ gameplay, UI, and performance issues** through manual testing of iOS and Android builds, providing reproducible defects for investigation.
- **Tested new mobile builds across devices, screen sizes, operating systems, and hardware configurations** to uncover compatibility and functionality issues.
- **Developed and executed test coverage for gameplay, UI flows, AR functionality, and device performance** to validate feature behavior across mobile environments.
- **Partnered with engineering and design** to communicate defects, validate fixes, and perform regression testing after feature changes.
- **Maintained QA documentation and test artifacts** to support consistent testing across builds.

Testronic Labs / Riot Games Contract — Associate Team Lead — VALORANT

Remote | Jan 2021 – Nov 2023

- **Identified, reproduced, and documented 350+ high-priority defects in Jira** with detailed reproduction steps and severity assessments for triage.
- **Tested Riot mobile companion experiences on iOS and Android** validating account linking, notifications, social features, and cross-platform interactions.
- **Executed functional, gameplay, systems, regression, compatibility, multiplayer, and live-service testing** to assess build quality.
- **Verified fixes through regression and feature testing** while communicating blockers, defects, and test results to QA and development teams.
- **Supported build verification testing and post-release monitoring** to identify issues affecting live environments.

SB Gaming — Founder

Remote | Jun 2019 – Jan 2021

- **Led manual QA testing for mobile and PC game prototypes** covering gameplay systems, controls, UI flows, and device performance.
- **Created test plans and test cases based on gameplay and feature requirements** to structure functional, regression, and exploratory testing.
- **Established QA documentation and testing standards** to support repeatable testing and clearer defect reporting in an independent development environment.

Electronic Arts — Quality Assurance Tester

Baton Rouge, LA | Apr 2017 – Jun 2019

- **Tested Madden NFL across PlayStation, Xbox, PC, and mobile companion experiences** using functional, regression, smoke, compatibility, multiplayer, systems, and performance testing.
- **Identified, reproduced, and documented hundreds of gameplay, UI, performance, and functional issues** supporting investigation and fix verification.
- **Used Charles Proxy to inspect network traffic** and investigate requests, responses, and connected application behavior.
- **Validated account synchronization, cross-platform data behavior, UI/UX, and device compatibility** across iOS and Android.
- **Performed ad-tech, stability, and high-load testing** to investigate advertising behavior, crashes, and progression issues.

EDUCATION

Certification in Computer Science — MIT via edX
Relevant coursework: Software Engineering, Agile Methodologies, Data Structures, System Testing & Automation