Archishman Banik

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SUMMARY

QA Test Associate with hands-on experience in software quality assurance, including test case design and execution, functional and regression testing, exploratory validation, edge-case identification, and defect reporting using Jira. Skilled in validating workflows, collaborating with cross-functional teams, clarifying requirements, and leveraging AI tools to streamline and automate routine tasks while supporting reliable, high-quality software releases.

EDUCATION

Jain University | ***Masters of computer applications, computer applications*** **(GPA: 8.64)** **Jul 2025 - Present**

Acharya Institute of Graduate Studies | ***Bachelor of Computer Applications*** **(GPA: 8.51)** **Aug 2022 - Aug 2025**

SKILLS

- **Programming Languages**: Python, Java
- **Development Technologies**: HTML, CSS, DBMS, SQL
- **Systems & Networking**: OS, Networking
- **Testing & QA**: Testing, Manual Testing Methodologies, Game Design Understanding, Gameplay, Compliance, Technical Testing, Test Case Design and Execution, Regression testing, Defect lifecycle management, Functional testing
- **Tools**: Jira, Bug Tracking Tools, MS Office, First-Party Console Tools, GitHub, Postman, AI Agents

WORK EXPERIENCE

BEYONDRIFFS | ***Front-End-Developer Intern*** **Oct 2024 - Feb 2025**

- Gained hands-on experience in web development while supporting real-world projects in a collaborative environment
- Mentorship and exposure to real-world projects in a collaborative environment

EDUNET FOUNDATION | ***Data Science Intern*** **Feb 2025 - Mar 2025**

- Gained hands-on experience in AI & ML through this internship

iXie by Indium | ***Test Associate*** **May 2025 - Present**

- Specialize in game QA testing across PC and console platforms, including PlayStation, Xbox, and Nintendo
- Design and execute comprehensive test cases using functional and regression testing methodologies to evaluate gameplay, compliance, and technical stability
- Identify, document, prioritize, and track defects through the defect lifecycle using Jira and other bug-tracking tools
- Collaborate with cross-functional teams and clients to investigate defects, optimize player experience, and support on-time, high-quality releases
- Maintain regular client interactions to gather feedback, clarify requirements, communicate testing progress, and refine test scenarios
- Perform manual testing with first-party console tools and Postman to validate gameplay functionality and technical stability

PROJECT EXPERIENCE

Abiotic Factor | ***Indium*** **May 2025 - Sep 2025**

- Executed structured integration, system, UAT, and exploratory testing throughout the Agile development lifecycle, validating functionality and identifying edge cases.
- Created, documented, and tracked defect reports in Trello, including severity and priority assessments, while collaborating with cross-functional teams to drive timely resolution of critical and high-priority issues.
- Earned official project credits under Playstack for successful contribution to product quality and delivery.
- Tools & Skills: Trello, Integration Testing, System Testing, UAT, Exploratory Testing, Performance Testing, functional Testing.

Void Breaker | ***Indium*** **Oct 2025 - Dec 2026**

- Conducted gameplay, exploratory, and usability testing, identifying critical defects and edge cases affecting core mechanics, player progression, and overall user experience.
- Performed Build Verification Testing, compatibility, and compliance testing, ensuring readiness for platform certification and adherence to industry standards.
- Performed functional testing and test case execution on DLC items, ensuring stability of new content and re-testing fixes for previously reported defects as part of regression testing.
- Tools & Skills: Jira, Gameplay Testing, Compliance Testing, Compatibility Testing, Exploratory Testing, Build Verification Testing, Functional Testing

Microprose Strategos | ***Indium*** **Dec 2025 - Jan 2026**

- Designed and implemented a comprehensive test plan and strategy, leading a QA team of 5 and overseeing smoke, sanity, and functional testing to ensure build stability and feature readiness.
- Evaluated and validated UI/UX, SFX, and VFX elements, ensuring consistency, usability, and alignment with overall game design standards.
- Coordinated test execution, tracked progress, and documented test cases and defects using Notion, maintaining clear communication across the team.
- Tools & Skills: Notion, Test Planning, Smoke Testing, Sanity Testing, Functional Testing, UI/UX Testing, Audio/Visual Testing, Team Leadership

CERTIFICATES

- Accounting Data Analytics with Python Advanced
- TCS iON Career Edge - Young Professional
- Defensive Python
- Create a Lead Generation Messenger Chatbot using Chatfuel
- Python – Reconnaissance

LANGUAGES

- English(Full Professional Proficiency)
- Hindi(Full Professional Proficiency)
- Bengali(Full Professional Proficiency)