



QUALITY ASSURANCE TEST LEAD

Outline of the Role:

The Hyper Hippo Quality Assurance Test Lead will be a vital part of our team, taking responsibility for the quality of all Hyper Hippo products. This individual will need to be a self-sufficient worker with quality ownership and team-driven development skills. Embedded within a product development team, the Quality Assurance Test Lead will ensure products are ready to launch, improve testing and quality efficiencies, as well as being an integral part of the product team. Aiding in design, release and development tasks and taking ownership of the QA process and product quality from start to finish, is what this role is all about!

Responsibilities:

- Perform QA of designated games on all devices and platforms, including testing content, logging/prioritizing bugs, performing bug triage, working with developers to fix bugs, and regression bug fixes
- Embedded with internal development teams to rigorously assess the quality of the player experience and provide recommendations for improvement
- Lead the quality of a product from Concept through release phases, and afterwards with continued regular updates
- Effectively manage communication and day-to-day workload with an outsourced QA group
- Foster a culture of shared quality ownership throughout the studio
- Provide regular reporting to Producers and Operations Manager for respective products
- Work with Player Experience Manager to ensure bug-related community feedback is being investigated and addressed

Requirements:

- 2+ years experience as a QA Test Lead, preferably in digital gaming
- 3+ years experience as a QA Tester/Senior Tester, preferably in digital gaming
- Ability to be self-driven and take ownership of the quality of a product
- Knowledge of software testing tools, including JIRA, and knowledge of product development life-cycles
- Experience with continuous delivery pipelines and embedded testing



- Efficient and informative project status and risk assessment reporting skills to stakeholders
- Excellent diagnostic and problem solving skills
- Experience with automated testing tools, unit tests and integration tests
- Familiar with mobile, PC, and console testing, and their submission and standards processes
- Attention to detail bordering on the obsessive
- An eye for game design, risk assessment and user experience is an asset
- Knowledge and ability to use Version Control Systems (Git, SVN, etc), Build Pipelines (Jenkins) and Unity a bonus

Attitude and Personality:

- Enjoys collaborating with a small, creative team
- Excellent communicator, able to express thoughts clearly both verbally and written
- Able and willing to debate severity vs. frequency and impact to quality and player experience
- Self sufficient, self starter; able to work without supervision
- Quick thinking, solution oriented, and creative problem solving skills
- Flexible and adaptable
- Enjoys games and apps (Mobile, Steam, Console, Web, etc.)
- Got ideas for a new game or how to improve a current product? Let's hear them! You don't need to be a game designer to have great ideas!