



QA Coordinator (f/m/d)

Berlin - Full-time - 743999733173619

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The Role

At the head of a project QA team, you will have a critical role in helping us deliver world class game experiences to millions of players worldwide. You will help our talented and diverse development team by managing a group of testers to ensure our games launch at the highest quality. No two days are the same – from discussing intended design with our design team, to coordinating with international Ubisoft teams on playtests, you'll have the opportunity to make a big impact on everything we do.

You will help your team by

- Empower them to be autonomous and responsible
- Plan and support the progress of your team members
- Provide your team with constructive feedback on performance and development
- Servant leadership mindset and team building
- Communicate with impact and promote open dialogue with team members

What you'll be doing

- Collaboration with external QA / QC teams and Production, being the main point of contact
- Support Production in monitoring and assessing processes and production pipelines
- Monitor progress and maintain test schedule
- Maintain the bug backlog using dashboards, filters and bug regression
- Monitor your team's velocity and manage risks
- Follow up on test requests from the development team
- Maintain documentation to support testing
- Set up, monitor and iterate on QA processes and test plans
- Drive the QA closing process as the project approaches milestones
- Drive the staffing strategy growth plans for your team
- Maintain awareness of the critical issues supporting development
- Create visibility through regular reports within the development team and stakeholders on the quality state of the project

What you'll bring

- Self-organised, eager to learn and evolve

- An understanding of feature & content development in games
- Excellent written and oral communication
- Familiarity with Agile Methodologies
- Ability to adapt to change
- Strong problem-solving skills
- Strong knowledge about automation and testing processes
- Strong knowledge about version control systems and bug tracking systems (P4, JIRA etc)
- TRC/TCR compliance experience
- Fluent in English

What we'd like

- 6+ years industry experience in QA/QC or equivalent as team leader or in a senior capacity, preferably in an embedded role.
- Multiple shipped AAA titles, or the extensive experience in the live phase of an AAA title, preferably in QA leadership

Nice To Have

- Formal QA certification, such as ISTQB or equivalent experience

What we want to offer you:

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers do their best work when they feel empowered. We thus aim to give you a lot of autonomy. In return, we expect you to be self-responsible and stay on top of your game by continuously developing your skills. Furthermore, we know it is important for a developer to feel comfortable. With that in mind, we aim to provide a variety of everyday benefits which we hope will help you feel great including:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, discounted gym membership, support for child care, company pension scheme
- Share ideas! = Working in an innovative and international company

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal. Applications should include your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to join us.

For further information please check www.berlin.ubisoft.com and www.ubisoft.com