



**MOBILE GAMES TESTER - Contract**  
**Hong Kong • Contract**

**Key points**

- Dynamic startup environment in a fast-growing sector – mobile casino & casual games
- Fun, creative, progressive, and driven work culture
- Asia regional exposure in games, hospitality, and entertainment sectors
- Successful business model born in North America now Top 12 globally in social casino sector

**Our Company – PLAYSTUDIOS ASIA**

PlayStudios Asia is a Hong Kong subsidiary of the United States based leading mobile & social games company Playstudios Inc. We are establishing our product and operations team in Hong Kong to serve the games markets in Asia.

We are backed by dominant, multi-billion dollar market leaders in the leisure and video game industries and a collection of powerhouse venture capital firms. Our founding team has over a century of collective gaming experience.

We are building a best-of-breed development and operations group and are looking for top tier talent who can help us create and optimize high quality games in the rapidly evolving social and mobile gaming markets.

Our company has the growth potential of a young up-start, with the stability and financial security of an established company. We can guarantee high quality work, AAA-entertainment brand exposure, competitive compensation and great benefits.



### Our Games

Our myVEGAS mobile and social casino games have achieved over 25 million downloads with over 1.3 million daily users. Our leadership position in the social and mobile games industry has been built based on our unique combination of:

high quality games with original designs, fun mechanics, and deep features



combined with iconic brands like MGM Resorts, Royal Caribbean Cruises, and Shaquille O'Neal, and real world resort experiences that players can earn by playing our games





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**Responsibilities**

- Work with the QA Lead to provide test coverage through all development phases.
- Assist in creating targeted test plans for an agile development framework.
- Create and execute detailed and rigorous test cases and test plans based on product specifications and design intentions
- Use tools to execute manual tests; send requests and analyze responses.
- Use tools to simulate game-event triggers and report results.
- Manually test to verify that user actions match expected behavior.
- Identify and document bugs including bugs having to do with: broken functionality, missing functionality, design/art, animation, play experience (economy, pacing), localization, spelling, audio
- Prioritize, scope and escalate bugs appropriately, and establish the best method resolution
- Collaborate with cross-functional teams, communicating risks, defects, and coverage status.
- Work with QA Lead to continuously refine and improve QA processes through lessons learned.

**Skills / Qualifications / Experience**

- 2+ years QA experience, 1+ years in games, mobile or web products testing;
- Well versed and have executed white box, grey box, black box, regression, smoke, integration testing. Having a software development background or skills a major plus
- Must have worked on QA for a software product during initial development, and live operations with on-going development and release cycles.
- Strong logic and analytical skills; background in sciences, engineering, software engineering a plus
- Passionately detail orientated and methodical; ability to prioritize efficiently. Fanatical about quality.
- Gets stuff done quickly and independently; agile and flexible; able to adopt to a fast-paced and changing environment
- Experience with using and analyzing mobile crash reporting a plus (e.g. experienced with crashlytics)
- Understand mobile software engineering and creative pipeline
- Excellent verbal and written communication skills; able to communicate clearly with all teams in the company including art, engineering, QA and marketing/UA; able to make clear issue tracking documentation
- Good command of English - written and spoken; knowledge of multiple Asian languages a plus (Chinese, Cantonese, Japanese, Korean, or other South East Asian languages)
- Experience with QA of products with multiple versions for localization and language
- Well-versed and knowledgeable in at least one bug reporting system such as JIRA, Bugzilla, etc.



- Ability to handle multiple projects and teams at the same time and prioritize in a fast-paced environment.
- Energetic, proactive problem solver; do not wait for problems to come up but identifies potential constraints and takes steps to de-risk early on

Reports to:

Travel required:

Head of Product

## **BENEFITS**

**Health and Other Benefits**

**Voluntary Benefits**