

EKRAJ NARANG

GAME QA TESTER

Toronto, ON | 289-968-6865 | Ekraj.1503@icloud.com

damnbruhtf.github.io/Portfolio/ | linkedin.com/in/ekraj-n-079077340/ | artstation.com/ekraj_1503

PROFESSIONAL SUMMARY

Game QA tester with alpha and beta experience across Marvel Rivals, Invincible VS and Spectre Divide. Development background in Unity, Unreal Engine, level design and programming supports clear analysis of gameplay, combat, lighting, movement and environment issues.

CORE SKILLS

QA: gameplay testing, exploratory testing, regression awareness, defect reproduction, bug documentation, design feedback

Coverage: combat behavior, character movement, map sightlines, collision/clipping, lighting, environment integrity, balance observations

Tools: Jira, Confluence, Git, Perforce, Unity, Unreal Engine, C#/C++, Blueprints, evening/weekend test availability

GAME TESTING EXPERIENCE

Alpha Tester - Marvel Rivals (Season Update 9.5)

[NetEase Games](#) | Jun 2026 - Jul 2026

- Evaluated hero synergy, player team-up combat balance and the structural integrity of new map adjustments before deployment.

Beta Tester - Invincible VS

[Skybound / Developer Release Pipeline](#) | Jan 2026 - Apr 2026

- Conducted targeted design passes covering combat response windows, real-time lighting maps and environmental clipping thresholds.

Alpha Tester - Spectre Divide

[Mountaintop Studios](#) | Feb 2024 - Aug 2024

- Analyzed tactical execution variables, map sightlines, character movement constraints and critical level geometry.

Generalist, Technical Artist & Programmer - Grace's Revenge

[Brock University Studio Project - 15-person team](#) | Sep 2025 - Apr 2026

- Built and tested menus and character movement; evaluated lighting, VFX and interactive audio in Unity.

EDUCATION

Bachelor of Arts, Interactive Arts and Science - Concentration in 3D Art and Expression

Brock University | Graduated June 2026 | LevelUp Showcase Presenter, 2025 and 2026