



ALAN DESDOITS

QA ANALYST

CONTACT

- 3 rue docteur dolard, 69100 Villeurbanne
- 06 86 76 23 04
- alandesdoits@hotmail.com
- www.alandesdoits.com

COMPETENCES

- InDesign - Document design
- Jira - Project monitoring
- Unity - Programmation / C#
- Construct 2 - Logic brick
- HTML - CSS
- Blender - 3D Modelling

LANGUAGES

- French - Native language
- English - Professional

INTERESTS

- Video games**
(Astroneer, Subnautica)
- Sciences**
(physics, psychology)
- Music** (piano, violin, guitar)
- Sport** (muscultation, running)
- Woodcarving**



ABOUT ME

I'm Alan, a QA Analyst with a strong passion for problem-solving through logical thinking.

My guiding principle is simple: keep improving. Driven by continuous growth, I consistently work to develop new skills and refine existing ones.

I'm committed to delivering high-quality software through meticulous testing and analytical insight.



PROFESSIONAL EXPERIENCES

At Eden Games

Jul 23 - Sept 24 **F1 Mobile Racing** - Racing game
 Team of 20 QA Tester
 Implementation of test protocols and project monitoring

May - Jul 2023 **Gear Club Stradale** - Racing game
 Team of 6 QA Tester
 Implementation of test protocols and customer relations

At Gerwin Software

Jan - Feb 2022 **Trivia Clash** - Mobile game
 Team of 9 QA Tester / Project Management Assistant
 Implementation of test protocols and project monitoring

Oct - Dec 2021 **Sling It** - Mobile game
 Team of 3 Game Designer / Level Designer / Project Manager
 Creation of the system and game levels and project monitoring

Jul - Sep 2021 **Superbuzzer 3** - Mobile game
 Team of 10 QA Tester
 Implementation of test protocols, visual and audio feedback

Feb - June 2021 **Bravoscratch** - Mobile game
 Team of 10 QA Tester
 Implementation of test protocols and marketing analysis

Nov 20 - Feb 21 **Bravocoin** - Mobile game
 Team of 9 QA Tester
 Implementation of test protocols and customer relations



FORMATION

2017 - 2020 **Bachelor Game Design - ICAN**
 GRADUATE IN GAME DESIGN / PARIS, 75
 Skills developed: mainly Game Design
 Basics of Prog, DA, SD and LD