

PELIN DRAGOS

Game QA Engineer

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PROFESSIONAL SUMMARY

Quality assurance professional with 5+ years of experience, including game testing at Funcom and EA Games. Experience owning feature testing, coordinating QA assignments and mentoring junior testers. Led a Conan Exiles update testing cycle in which the team documented more than 300 defects. Background in functional, regression, exploratory and performance testing, with additional experience developing internal QA tools.

PROFESSIONAL EXPERIENCE

QA Engineer | TikTok | Bucharest | May 2026 - Present

- Review content and AI training data against internal policies; assess and correct third-party vendor moderation outputs.
- Lead calibration meetings with internal teams and external partners to align quality standards and policy interpretation.
- Prepare vendor quality reports and KPIs, identify recurring data-labeling issues and coordinate stakeholder feedback.

Quality Assurance Engineer | Funcom | Bucharest | Sep 2022 - Nov 2025

- Owned test planning, execution and reporting for complex game features, including inter-map travel, instance systems and end-game content.
- Led a testing cycle for a major Conan Exiles update in which the team identified and documented more than 300 defects.
- Performed functional, regression, exploratory, performance and cheat testing, using Cheat Engine to investigate game behavior.
- Coordinated QA assignments within Agile/Scrum workflows, documented processes in Confluence and mentored junior testers.
- Designed and developed an internal QA management tool for resource allocation and time tracking using React, TypeScript, Python and PostgreSQL.

Quality Assurance Tester | EA Games | Bucharest | Jun 2020 - Sep 2022

- Developed and executed manual black-box test scenarios for FIFA and analyzed results from automated tests.
- Created and maintained test cases in TestRail; reported and tracked defects in Jira.

SKILLS AND TOOLS

Testing: functional, regression, exploratory, performance, black-box, client/server, console and mobile testing; feature ownership; test planning and reporting.

Tools: Jira, TestRail, Confluence, Cheat Engine, Git, Postman, Grafana and Prometheus.

Technical: Python, TypeScript, React, SQL (PostgreSQL), HTML/CSS; Agile/Scrum and software development lifecycle (SDLC).

CERTIFICATIONS AND EDUCATION

Cyber Security: Essentials for Governance, Risk & Compliance

Macquarie University via Coursera | Specialization completed October 4, 2026

Google Cybersecurity Professional Certificate | Google via Coursera | 2023

History | Alexandru Ioan Cuza University, Iasi | 2018

LANGUAGES

Romanian | English