



PROFESSIONAL PROFILE

Senior QA Analyst with 10+ years of experience across Game QA, Embedded DevQA and enterprise Software QA, including AAA, indie, PC, console, finance and banking environments. Experienced in functional testing, UAT, regression coverage, gameplay validation, exploratory testing, build verification, SQL-based checks and defect analysis. Strong focus on reproducible reporting, structured evidence, practical risk assessment and actionable feedback for development, QA and stakeholder teams.

CONTACTS

- LinkedIn:** <https://www.linkedin.com/in/marco-labate/>
- Portfolio:** <https://marcolabate.games>
- Location:** Italy

QA SNAPSHOT

- 10+ years in QA
- 100+ game titles/projects tested
- Embedded DevQA experience
- Game QA, DevQA, UAT, SQL validation
- Remote international teams
- PC, console, mobile and VR projects

SELECTED GAME PROJECTS

RuneScape: Dragonwilds | Jagex Ltd | Embedded DevQA
Possessor(s) | Devolver Digital | Playtesting / QA
Don't Stop, Girlypop! | Kwalee | Playtesting / QA

*Additional projects may be under NDA
or may not publicly credit outsourced QA contributors.*

CORE SKILLS

GameQA / DevQA

- Gameplay systems testing
- Regression testing
- Smoke testing
- Release readiness
- Progression testing
- Feature validation
- Exploratory testing
- Build verification
- UI/UX testing
- Fix verification

Software QA

- Functional testing
- Test case design
- Requirements validation
- QA documentation
- UAT / acceptance testing
- Defect lifecycle management
- Risk identification
- SQL/XML/data validation

Tools & Platforms

- Jira
- Xray
- TestRail
- Azure DevOps
- Confluence
- Oracle SQL Developer
- Microsoft 365
- Google Workspace
- PC / Consoles / Mobile / VR

CERTIFICATIONS

Game Quality - Foundation Certificate in Game Quality (2025)
Cambridge English - C1 Advanced (2016)

LANGUAGES

Italian - Native
English - Full Professional Proficiency

I authorize the processing of personal data present in the CV according to the General data protection regulation 679/2016.

PROFESSIONAL EXPERIENCE

GAME QA / DEVQA CONSULTANT

Embedded DevQA: RuneScape: Dragonwilds, Jagex Ltd

DAQA - Remote

July 2025 - Present

- Support embedded DevQA across Core Improvements, UI/UX, Dedicated Servers, progression systems, gameplay features and content updates.
- Validate iterative builds, new features, bug fixes and gameplay changes with focus on player immersion, gameplay flow, regression risks and release readiness.
- Worked across major content updates and expansion content, validating new systems, world content, progression changes and feature updates.
- Execute test plans, smoke checks, regression passes and fix verification, providing clear defect reports and structured feedback to QA and development stakeholders.

Project-based Game QA / Focus Testing: Multiple Titles

DAQA - Remote

June 2020 - Present

- Project-based freelance collaboration running in parallel with my main QA roles, focused on focus testing, playtesting and structured gameplay feedback across titles in development.
- Analyze gameplay behavior, UX friction, balance, clarity, progression, usability risks and critical issues.
- Provide actionable feedback through surveys, interviews and targeted discussion groups to support design decisions and gameplay refinements.
- Supported 30+ titles across multiple publishers and genres.

VIDEOGAME QA TESTER & ANALYST

Keywords Studios - Remote

Oct 2016 - Aug 2023

- Delivered end-to-end QA support across 100+ AAA and indie titles for console and PC, covering functional validation, regression checks and release-readiness testing.
- Produced clear, reproducible defect reports and triage notes at scale, improving issue clarity, prioritization and cross-team alignment.
- Performed localization testing in 5 languages, EFIGS, in multicultural environments, ensuring builds met platform and regional expectations prior to release.
- Adapted quickly across different genres, platforms, client requirements and fast-moving QA cycles.

SOFTWARE QA ANALYST / CONSULTANT

TXT Group · Kosmoy · IBM - Remote

Sep 2023 - Present

- Supported functional testing, UAT, regression testing, requirements validation and defect verification across finance, and banking platforms.
- Designed and maintained test cases, testbooks and QA documentation based on business requirements, stakeholder requests and evolving workflows.
- Performed SQL-based validation and issue investigation, including Oracle SQL/PLSQL checks, XML validation, logs, records, workflow states and backend data.
- Used Jira, Xray, TestRail, Azure DevOps, Confluence and Oracle SQL Developer across test planning, execution, defect reporting and fix validation.

ADDITIONAL GAME EXPERIENCE

Valve · Digital Extremes · Phoenix Labs - Remote

Apr 2010 - Sep 2019

- Contributed to Italian localization and community-facing content for major game projects and platforms, including Steam, Team Fortress 2, Counter-Strike: Global Offensive, Dota 2, Warframe and Dauntless.

