

Job Title

QA Analyst (d/f/m)

Description

THQ Nordic is meant to represent a core approach of doing much more than “owning” a highly competitive portfolio of IPs. It revolves around cherishing them and aligning them with the very best development resources to expand upon them with the level of experience that communities and established fan bases expect and deserve. For this, we are looking for a QA Analyst to lead our efforts towards making even better-quality games. In your role you will work closely with the game development teams, external partners and service provider and production teams to make sure the games reach their full potential.

Responsibilities

- Release testing on PC and consoles
- Writing in depth analysis and feedback about specific game features/systems/content as well as writing feedback with a more broader and generic scope definition.
- Writing of milestone reviews and feedback based on acceptance criteria
- Peer reviewing of QA reports
- Ensuring that the QA and UX needs of assigned projects are met by working with external partners
- Continuous guiding and supporting of external partners. This includes but is not limited to test and resource planning, monitoring of bug databases and being a contact point between external and internal stakeholders.
- Initiating and driving continuous improvement initiatives and documentation

Skills

- Strong Customer focus both in terms of development partners and also end users
- Excellent verbal and written communication skills in English
- German language skills are a bonus
- Ability to work independently, reliably and effectively in a flat-hierarchy-environment
- Able to rapidly adapt QA plans and process to the needs of the development teams and delivery of the projects
- Testing, tuning, and debugging a game and suggesting (design) improvements or corrections that ensure its quality and playability
- Assuring quality in a game and finding all its bugs before it goes public

- Have a good knowledge of games titles on the market so that you can evaluate a game against its competition
- Have an understanding on how games are being put together and how the different elements of a game contribute to the playing experience
- Understanding of Game Production
- Knowledge in the areas of:
 - PC Gaming / Hardware
 - Console Gaming / Hardware
- Willing to accept and provide direction, work well under pressure, and handle multiple tasks
- Solution oriented mindset

Experience and Qualification

- Desire for a career in software testing and a passion for video games
- 3+ years of experience in game QA
- Experienced with issue tracking systems (Jira, Redmine, Devtrack, Mantis...) and Microsoft Office
- Experience with console testing and console games submission
- Experience with the Atlassian stack (Jira, Confluence)

What we offer

- A payment according to your personal qualifications and experience, but definitely a minimum of EUR **25.200,-** gross annual income based on the official national "Kollektivvertrag" (independent of number of school years, final degrees and former employment). This figure should be seen as a minimum, a market-based competitive salary is guaranteed
- The opportunity to join an internationally renowned company in a fast-moving business sector.
- The opportunity to work with a motivated, ambitious, multi-national team and to cooperate with many colleagues, functions, and units across THQ Nordic.
- 25 days paid holiday
- Flexible Office-hours
- State of the art offices in the heart of central Vienna
- A work environment in which age, skin color, gender, sexual orientation and cultural background are seen as the key to our success – we live diversity!

Disclaimer

If you're interested in this position, please send us your application, including your cover letter, resume and portfolio to pdjobs@thqnordic.com.

Due to GDPR-regulations, the application documents received by THQ Nordic will automatically be deleted six months after receipt of the application.

More information here: <https://thqnordic.com/legal/privacy>