Stefan Florescu

QA Automation & Game QA Engineer

Ilfov (Bucharest area) · Remote or hybrid in Bucharest florescu.stefan@ymail.com linkedin.com/in/stflorescu
stflorescu.github.io/qa-portfolio

PROFILE

8+ years in QA: 4.5 years on **FIFA Mobile at Electronic Arts**, then full-spectrum manual QA at Iron Sheep (scripted, exploratory and A/B testing) that grew into **AI-driven test automation** and game QA for a US social & sweepstakes casino platform. I build Playwright automation, re-calculate game results from the rules to prove payouts are right, and use AI agents (Claude Code) to make testing faster, with the judgement about what counts as a bug kept human. AI-assisted QA is where I want to grow next.

EXPERIENCE

QA Automation & Game QA Engineer · Iron Sheep (Quality Analyst)

Remote · Dec 2022 – present

ZOOT (formerly Enigma Lake) · US social & sweepstakes casino platform and its in-house games

- Full-spectrum manual QA (scripted, exploratory, A/B) that grew into **AI-driven test automation** and game QA.
- Built and maintained an end-to-end **Playwright** suite: **~350 tests in 61 spec files**, **301 catalogued test cases**, covering the platform and **44 game specs** (Mines, Plinko, Tower, Crash, sports games).
- Set up **Smoke and Regression** runs with **TestRail** reporting and a test-run dashboard; cut the Plinko suite runtime by **26%** with no new flakiness.
- Tested new games against their spec documents (**~90 checks per game**) and wrote **GO / NO-GO** release reports; a NO-GO with evidence on a feature that broke the play limits gave the team a clear basis for the launch decision.
- Wrote **independent math verifiers** that re-calculate every round from the rules: **4,000+ real rounds across 6 games, 0 maths mismatches**; statistical sanity checks (chi-square, z-score, Monte Carlo) on hit rates and RTP.
- Ran release checks for batches of up to **66 games** (currencies, banned wording, mobile and desktop views, max exposure) and audited the advertised max win across **144 games**.
- Tested on **real Android devices** over wireless ADB and the Chrome DevTools Protocol; compared ported games with the original provider versions.
- Built and shipped the **QA Companion Chrome extension** (Manifest V3) used by the QA team: round log, balance checks, banned-wording scan, checklist export.
- Defined the QA process as **10 reusable AI agent playbooks** (Claude Code) for spec-based testing, release checks and test scaffolding.
- Built **Claw Machine** with ZOOT's AI game builder (Forge) from prompts and reference images; it became the template for two further games, **Autumn Claw** and **Midnight Claw** (all playable in the public ZOOT archive).

AQUA · NFT marketplace web app

- Manual QA across the full range: scripted and exploratory (unscripted) testing, A/B testing, functional and regression testing.

Quality Analyst · Electronic Arts

Bucharest · May 2018 – Nov 2022

FIFA Mobile

- Tested **FIFA Mobile** for 4.5 years across its live releases: new-feature, regression and sanity testing.
- Wrote and maintained test cases in **TestRail**; logged and tracked bugs in **Jira**, with documentation in **Confluence**.
- Worked with builds from **Perforce**, ran risk analysis for test scope, and used data analysis (Excel) and **Postman** for investigation.

SKILLS

Testing	Manual testing, scripted and exploratory testing, A/B testing, test automation, regression and sanity testing, test case design, spec-based testing, mobile and real-device testing, release testing, risk analysis
Tools	Playwright, TestRail, Jira, Confluence, Perforce, Postman, Chrome DevTools / CDP, Android ADB, Git / GitHub
Code	JavaScript, TypeScript, Node.js, HTML/CSS, Chrome Extensions (MV3)
Game QA	Live-service mobile games, RTP and paytable checks, statistical testing (chi-square, z-score, Monte Carlo), provider parity, sweepstakes release checks (banned wording, currency labels, play limits)
AI	AI-driven test automation, AI agent playbooks (Claude Code), AI-assisted test design, verification and reporting

EDUCATION

High school diploma, Fine and Decorative Arts, "Ionel Perlea" Art High School, Slobozia (2008–2012)
Management studies, University of Agronomic Sciences and Veterinary Medicine of Bucharest (2012–2016, not completed)

LANGUAGES

Romanian: native · English: advanced