

# Romain Gauthier

## Senior QA Automation Engineer

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[www.gameconductor.net](http://www.gameconductor.net)  
Berlin, Germany

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### WORK EXPERIENCE

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King  
**Senior Test Automation Engineer**

December 2024 - September 2025  
Berlin, Germany, Hybrid

Embedded in Farm Heroes Saga, one of the 3 key titles from King. My role was to support existing automation, improve it, expand it, and train feature engineers to write tests themselves:

- Wrote end-to-end tests covering existing features, sometimes more than 10 years old. Tests were written in Java for a proprietary engine.
- Collaborated with DevOps to maintain and evolve the CI/CD pipeline to fit QA needs. As a result became 3rd top most committer for the pipeline repository.
- Collaborated with feature engineers to evolve the test framework in supporting new capabilities
- Improved the developer experience (DevX) for writing tests and running them locally
- Participated in release exploratory testing sessions, alongside QA testers

Wooga  
**Senior QA Automation Engineer**

September 2021 - November 2023  
Berlin, Germany, Hybrid

Embedded in June's Journey, the leader of hidden-object games on mobile, I was in charge of the test automation, and the training of game engineers:

- Automated 30% of the release testing previously done manually
- Collaborated with game engineers to build a test-framework adapted to June's Journey's architecture
- Wrote end-to-end tests covering existing features, sometimes more than 4 years old, as well as upcoming features. Tests were written in C# for Unity.
- Collaborated with DevOps to maintain and evolve the CI/CD pipeline to fit QA needs
- Built automated tools producing gameplay videos for content designers to quality check the new content
- Wrote extensive documentation covering how-to, testing principles and guidelines, Jenkins jobs automation, onboarding videos, and decision records
- Participated in all release testing sessions, running assigned test suites alongside QA testers

Game Conductor  
**Co-Founder**

January 2021 - September 2021  
Berlin, Germany

- Developed a platform (Python/Django + AWS + Go) to run automated game tests in the cloud
- Built a SDK (C#) for the Unity game engine to be integrated in the platform
- Built automation for the deployment of the platform
- Wrote in-depth tutorials to get started with automated game testing on [gameconductor.net](http://gameconductor.net)

Sauce Labs  
**Senior Customer Support Engineer**

September 2017 - December 2020  
Berlin, Germany, Hybrid

- Helped the support team reach 98% customer satisfaction
- Supported major customers using Selenium, Appium, Android/iOS, virtual and real mobile devices
- Reported bugs extensively and thoroughly via JIRA

### EDUCATION

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University of the Littoral Opal Coast  
**Master's degree, Computer Software Engineering**

2010  
Calais, France