

ANDRÉ MAESTAS

XR QA Architect · Senior Software Development Engineer in Test
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SUMMARY

Results-driven Automation Engineer with 6+ years in games and real-time 3D. Designs XR/VR QA architectures, builds scalable test automation frameworks, and champions cross-team quality practices that reduce regression cycles and accelerate releases. Credited on Age of Empires: Definitive Edition (I, II & III) and Tell Me Why. Expert in C#, .NET Core, OpenXR testing across Meta Quest, HoloLens, Magic Leap, and Mixed Reality.

EXPERIENCE

Senior SDET / XR QA Architect (IC7) | Unity Technologies

Jul 2024 – Present

- Drove company-wide adoption of improved performance and data tooling, establishing standardized benchmarking workflows across multiple product organizations
- Consulted across orgs to implement scalable automation strategies; designed and delivered technical workshops increasing test automation adoption
- Mentored junior SDETs outside the XR org; represented QA in cross-org leadership planning offsites, shaping quality strategy

Senior SDET / XR QA Architect (IC6) | Unity Technologies

Feb 2024 – Jul 2024

- Promoted to Tech Lead (Architect) for XR QA; partnered with engineering managers to roll out quality practices that reduced escaped defects
- Modernized automation pipeline with dynamic configs and streamlined artifact management—cutting setup time and improving reliability
- Built org-wide Jira roadmaps and work management views; implemented cross-team Git hooks and GitHub Actions automations

Senior SDET (IC6) | Unity Technologies

Jul 2022 – Feb 2024

- Led OpenXR test automation across functional, performance, graphics, and integration scenarios; managed multi-device lab (Quest, HoloLens, Magic Leap)
- Built Power BI dashboards for on-device performance tracking; overhauled infra with code-as-config, SCM pipelines, and health reporting
- Updated company-wide performance tooling for pass/fail automation; created internal tools saving hours of manual work per sprint

Software Test Engineer (IC5) | Unity Technologies

Feb 2020 – Jul 2022

- Built foundational XR automation framework and Power BI dashboards; co-managed multi-platform automation lab for Oculus XR testing

Data Software Test Engineer 1 & 2 | Experis Game Solutions (Xbox Game Studios)

Jul 2018 – Jan 2020

- Owned game telemetry pipeline and team tooling for AAA titles; built BI dashboards, workflow automations, and WPF test management apps
- Created CLI tool that migrated an entire AAA bug repository from Jira to Azure DevOps, preserving all attachments and activity history

Test Associate / VR Developer / Coding Tutor | Experis · ASU Acoustic Ecology Lab · CodaKid

Aug 2015 – Dec 2018

- Manual QA on AAA games (15–20 person team); developed Unity VR experiences in C# for university research; taught Java and game design

TECHNICAL SKILLS

Languages	C#, C++, Python, SQL, Java
XR / Devices	OpenXR, Oculus XR, Meta Quest, HoloLens, Magic Leap, Android
Testing	Test Automation, Manual Testing, TestRail, Agile, DevOps, CI/CD, SDLC
Tools & BI	Unity, Jenkins, GitHub Actions, Azure DevOps, Git, Jira, Power BI, KQL, SQL Server
Frameworks	.NET Core, .NET Framework, WPF Game Dev, VR Development, UX/UI Design

EDUCATION & GAME CREDITS

B.A. Digital Culture — Technology Entrepreneurship / Graphics IT (Game & Interactive Media Design)

2013 – 2017

Arizona State University · Tempe, AZ | Certificate in Computer Gaming (2014–2017)

Credits: Age of Empires: DE (I, II, III) · Tell Me Why · Unity Engine (SDET)