



QA Tester

London (EC1V 0HA)

Competitive Salary, plus benefits

Curve Games is a leading independent publisher working with development partners across the world to bring standout interactive entertainment to gamers everywhere. From enduring favourites like *For The King* and *Wobbly Life*, to critically acclaimed titles such as *Dungeons of Hinterberg* and *Wax Heads*, and the multi-million-selling phenomenon *Human Fall Flat*, we're proud to champion distinctive games that build loyal global audiences.

We're now looking for a **QA Tester** to join our QA team and play a key role in ensuring our titles are market-ready, polished and compliant across multiple platforms. This is a hands-on publishing QA role working closely with internal Production teams, external developers and QA partners to support high-quality releases across console, PC and mobile.

You'll be detail-oriented, proactive and passionate about games, with a strong understanding of structured testing processes and player experience. If you enjoy identifying issues, improving quality standards and contributing directly to successful global releases, we'd love to hear from you.

Job Role

Reporting to the QA Manager or QA Project Lead, the QA Tester will be responsible for:

- Testing video games across a variety of platforms including PlayStation, Xbox, Steam, Nintendo Switch, iOS, Android and future platforms as required.
- Logging clear, concise and reproducible defects within the bug database in line with reporting standards.
- Retesting resolved issues and performing structured regression testing to ensure stability.
- Supporting the creation and execution of test plans for assigned projects.
- Collaborating with external QA teams to ensure effective coverage and alignment on priorities.
- Maintaining accurate and well-organised defect databases to ensure visibility of project quality status.
- Identifying potential compliance risks and raising issues early to support platform submission readiness.

What we want from you

- Experience testing video games across multiple platforms.
- Experience using Jira or similar defect tracking tools.
- Working knowledge of platform compliance requirements.
- High attention to detail and structured approach to testing.
- A passion for games and game development.
- Ability to write clear, concise and actionable bug reports.
- Strong communication skills.
- A collaborative mindset and team-oriented approach.



What you get from us

Curve Games are always striving for excellence in what we do as a business, but also as an employer. We believe supporting our staff, not only ensures productivity is high but encourages them to keep happy and healthy. We achieve this through creating a friendly and inclusive work environment balanced between in-person attendance in our newly refurbished office and by working from home.

- 25 days holiday plus bank holidays
- Mediacash (Health Cash Plan), including EAP
- Discretionary bonus scheme (role dependant)
- Contributory pension scheme
- Group Income Protection, Critical Illness and Life Assurance Cover
- Ride2Work scheme
- Employee referral scheme
- Monthly wellness allowance
- Volunteering leave
- Enhanced maternity and paternity leave
- Long service leave