QA Tester (Mid-Level)

ABOUT US

Sing King is on a mission to delight millions of singers around the world through our portfolio of games and singing experiences across multiple platforms.

Our successful flagship YouTube channel welcomes over 13.5 million subscribers and 25 million unique viewers each month, and along with our latest Mobile Game release we are continuing to build innovative and exciting products that spread joy to singers wherever and whenever they sing.

We are a team of music lovers, game enthusiasts and entrepreneurial spirits. We are passionate about our vibrant and growing community of global singing fans. This is a unique opportunity to play a key role in the growth of an ambitious, nimble and fast-growing game and music entertainment business. Join us!

ABOUT THE ROLE

We're looking for a Mid-Level QA Tester with 2-4 years of experience to help us ship joyful, reliable singing games. You'll be the first dedicated QA in the team, shaping how we test across both live products and fast-moving prototypes.

This is a hands-on, high-impact role in a small team. You'll help us launch features, songs, and experiments with confidence, acting as the final check before anything reaches players. Whether validating a new mechanic, reviewing a build on multiple devices, or managing outsourced testing, you'll bring clarity, structure, and speed to everything we release.

WHAT YOU'LL DO

- Own end-to-end QA coverage for mobile games across live titles and prototypes
- Validate builds across platforms and environments (TestFlight, APKs, etc.)
- Write and execute structured test plans and cases for new features and content
- Triage bugs, track regressions, and provide clear, actionable feedback
- Support Unity QA workflows and deployment processes
- Manage external QA to align scope, review output, and ensure quality
- Catch issues early and often to support momentum and iteration

WHAT YOU'LL BRING

- **Mobile QA Experience** - 2-4 years in QA roles for mobile games, with at least one Unity-based title shipped
- **Unity + Platform Fluency** - Confident with Unity build pipelines, TestFlight/APK deployment, and know how to navigate platform-level testing and certification
- **Structured Thinking** - Able to write and execute test plans, triage bugs, and close feedback loops cleanly
- **Modern Tooling** - Familiar with Firebase, Unity Cloud Build, and (ideally) some test automation frameworks
- **Autonomy & Rigour** - Able to manage your own workflow, switch contexts as needed, and uphold quality without blocking momentum

BONUS POINTS

- Experience with music, rhythm, or singing games
- QA in live service or post-launch environments
- Familiarity with song/content QA and media validation
- Cross-platform QA experience (TV, WebGL, console)

HOW WE WORK

- We're a small team, so we move fast and experiment often
- We believe in creative exchange and collaborative ownership
- We prioritise ideas that make our players feel something - joy, energy, expression
- We operate a hybrid working policy at Sing King and expect a balance of office and home working for this role - our office is in Farringdon, London
- We offer a competitive salary and benefits package

We're committed to building a diverse and inclusive team. We strive to create an environment where everyone feels they belong, and we welcome applications from people of all backgrounds, experiences, and identities. If this role excites you, we encourage you to apply, even if your experience doesn't align perfectly with every requirement.