ANDREW JOO

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OBJECTIVE

Motivated Software QA Analyst experienced in designing and executing test plans while maintaining a high quality bar. Looking to apply technical expertise, problem solving and communication skills in a team-oriented setting.

JOB EXPERIENCE

Functional QA Tester, Activision Blizzard   July 2021 - Feb. 2022
Eden Prairie, MN
- Created test plans for interactive video game software, including graphical errors, performance issues, and unintended functionality
- Reported software bugs and helped mitigate regressions with software engineers and product managers based on severity and priority
- Collaborated with project leads and over 100 testers in a fast-paced, team-oriented setting to perform daily QA requests and test sweeps within given timelines

Web Content Writer, KeenGamer   Feb. 2021 - May 2021
(Fully Remote) Ostrava, Czech Republic
- Reviewed video games to inform readers about their functionality, UX design and sound design
- Wrote editorials and tutorials for top-selling games which detailed the game's storytelling and gameplay mechanics
- Worked in a team setting to assign topics and proofread others' writings
- Published 3-5 news articles per week to thousands of daily website readers to meet given deadlines

EDUCATION

BA in Asian & Middle Eastern Studies, minor Information Technology   Sept. 2016 – May 2020
University of Minnesota, Minneapolis
- **Dean's List**: Spring 2018 & Spring 2020
- **University Capstone Project**: Researched, analyzed and presented ideologies within Japanese animations, graphic novels, and media technology

SKILLS

- **Coding:** C++, C#, HTML, CSS, jQuery, Java
- **Creative:** Photo editing (Adobe Creative Suite), Video editing/production (Adobe Premiere, Final Cut Pro, HitFilm), Writing/journalism
- **Software:** Jira, Unity
- **Languages:** English, Korean (working proficiency), Japanese (working proficiency)