

# Eisaku Imura

R&D QA Programmer

Los Angeles, California

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eisakuimura.com



## Skills

### Languages

C/C++  
Basic Python  
HTML/CSS/JS

### Applications

Unreal Engine 4/Unity  
Git/Perforce  
Jira/Confluence/TestRail  
Visual Studio/VSCode  
Angular

### Other

Fluent Japanese

## Education

### Bachelor of Science in Computer Science: Game Design

September 2014 - June 2018  
University of California, Santa Cruz  
Santa Cruz, CA

## Experience

### Naughty Dog

*Titles shipped: The Last of Us Part 1, The Last of Us Part 2, and Uncharted: Legacy of Thieves Collection*

#### Research & Development QA Programmer

November 2020 - Present (Full-time)

- Focused on improving and developing a wide variety of tools by collaborating with different departments to increase production efficiency.
- Enhanced Jira functionality by developing Chrome extension tools, added debug features to the studio's proprietary game engine, and created convenient webpages that offer time-saving capabilities which display all performance stats/notes from an automated daily test.
- Collaborated with developers of all backgrounds to solve various technical issues with software and tooling.

#### Quality Assurance Tester/Japanese Localization

November 2018 - November 2020 (Contract)

- Created, maintained, and executed test cases through TestRail to investigate defects in the game, report/log issues with detailed reproduction steps including screenshots/videos using Jira, and thoroughly regress fixes to ensure quality products.
- Mentored new personnel in quality assurance testing protocols and best practices
- Took full QA ownership and responsibility for multiple levels and systems over multiple project cycles.
- Ensured quality and accurate translations from English to Japanese in text and voice lines, using a native's level of understanding for both languages along with an intimate knowledge of the game's lore to verify no nuance was lost.

## Gain Productions

### Gameplay Programmer

July 2019 - March 2022 (Freelance)

- Lead the programming department for a VR experience in Unreal Engine 4 with the goal of bringing awareness to the horrors of war and the unknown futures of those affected.
- Created and maintained a Perforce server for the studio for the entirety of the project.
- Implemented a range of assets in the project that required C++ and or blueprints such as player mechanics, animations, world object interactions, and level scripting.