

# Eisaku Imura

R&D QA Programmer

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## 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

Research & Development QA Programmer

November 2020 - Present (Full-time)

- Developing Chrome extension tools, in-game debug tools, and websites for the studio by listening to the needs of other developers to help improve studio efficiency.
- Assist team members throughout the studio with any daily technical issues that arise and quickly respond to them in a swift manner to resolve the issue together step by step.

Quality Assurance Tester/Japanese Localization

November 2018 - November 2020 (Contract)

- Shipped The Last of Us Part II by creating, maintaining, and executing test cases through TestRail to investigate defects in the game, report/log issues with detailed reproduction steps including screenshots and videos using Jira, and thoroughly regress fixes to ensure a quality product.
- Mentored new personnel in testing protocols and best practices when identifying and reporting defects to quickly bring them on board and ready for maximum work efficiency.
- 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 deep and intimate knowledge of the game's lore to verify the original intended nuance is not lost.

## Projects

### Gain Productions

Gameplay Programmer

July 2019 - March 2022

- Worked on a VR experience in Unreal Engine 4 as the sole programmer on a small team with the goal of bringing awareness of a tragic current event in the world.
- Responsibilities included implementing anything in the project that requires C++ and or blueprints such as player mechanics, animations, world object interactions, and level scripting.
- Created and managed a Perforce server for the team in order to increase efficiency, decrease the time it takes to upload new changes to the project, and prevent merge conflicts when merging local changes to the server.