

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)

- Developing, experimenting, and improving a wide variety of tools for different needs by closely collaborating and listening to team members of different disciplines and backgrounds to improve pipeline efficiency.
- Developing Chrome extension tools to further enhance Jira functionality, adding debug features to the game engine, and creating webpages that offer time-saving capabilities such as displaying all performance stats/notes from an automated daily test in a convenient and easily legible format.
- Collaborate and work together with other developers throughout the studio 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.