

Robert W. Church

Recent Employment Experience

September 2015 – Present

flaregames GmbH

Karlsruhe, Germany

Lead of Product QA [Manager]

- Manage project resources: ensure timely project delivery with planned capacity; review skills requirements for current and future projects; assist in developing internal talent to improve in their current roles and progress toward future aspirations. Act as a strong advocate for quality in the product development process. Provide QA status and progress reports during all project testing phases, including summarizing QA results at project conclusion for future development of processes and talent.
 - Design test strategies using a variety of techniques, tools, and technologies including selection of the appropriate methods including cost, efficiency, effectiveness, and balancing available resources.
 - Create productive working relationships with other managers to ensure goal alignment and represent the QA team's contributions.
 - Implement improvements to optimize and evolve department-wide processes.
 - Interview, test, hire and assist with training full-time and temporary employees for process continuity, team compatibility, and future growth and development of employees.

QA Test Lead

- Tasked with being the Publishing QA Lead for a project from a third-party developer starting during soft launch and going to the project's sunset.
 - Created test plans for feature testing to assist the developer leading up to submissions.
 - Ensured submission testing was complete by the agreed upon release date.
 - Maintained test plans and tested updates to the game throughout the lifecycle.
 - Coordinated with an internal game team and the external developer for project continuity.
 - Managed outsource teams as needed for testing.

September 2012 – August 2015

WildTangent Studio

Seattle, WA

QA Test Lead

- Tasked with starting the QA team for the new mobile games studio formed by WildTangent, responsible for testing of all games made internally as well as games created by outsource partners for Android and iOS. Also responsible for interviewing and hiring additional QA staff as needed, including hiring contract workers for holiday work load increases.
 - Lead testing on all studio titles, both internally created as well as outsourced.
 - Ensured all titles are tested and released on schedule.
 - Tested updates for existing titles until project sunset.
 - Coordinated with producers, developers, and art teams to remain up to date on fast changing requirements.
 - Created and maintained in internal beta process to use the larger main office for game feedback before release.

August 2007 – August 2012

PopCap Games

Seattle, WA

Social

QA Test Lead

- Responsible for managing testing on a Facebook connected Bejeweled Blitz iOS project as well as directing and training other testers on the project; work and maintain a live product with regular client and server updates. Responsible for coordinating with other platforms on the project with shared server infrastructure before and during server and client updates.
 - Lead testing on iOS client updates while maintaining the current live product.
 - Coordinated with the customer service department after product release in identifying and resolving reported end user issues.
 - Worked with developers and producers to triage and fix bugs and design new features.
 - Trained new testers to assist with client and server push testing.
 - Created and maintained test and training documentation.

Studio

QA Test Lead

- Full-time employee in the studio QA department where I was responsible for ensuring that projects that were assigned to me were fully tested and ready for release. I was also in charge of preparing test plans for assigned projects as well as giving final QA sign off when the project was completed.
 - Lead other testers on multiple projects to ensure the best quality and a timely product release.
 - Maintained open communication with the producers, developers and artists for triaging of bugs and project planning.

Mobile

QA Tester and Lead

- Full-Time employee in the mobile QA department where I began as a QA tester testing the porting of games into BREW and Java for mobile devices for US specific carriers. I was then made a Lead responsible for ensuring that porting to US BREW devices (including Verizon and Alltel phones) as well as porting to US Java devices for AT&T were thoroughly tested.
 - Responsible for guaranteeing that builds for BREW devices passed the TruBREW certification tests for release.
 - Coordinated with test teams in Dublin, Ireland to promptly and efficiently complete porting and backfill projects.
 - Maintained robust device inventories.

Past Employment Experience

Oberon Games, Seattle, WA
Software Test Engineer

February – August 2007

Specialty's Café and Bakery, Bellevue WA
Baker

August 2006 – February 2007

Volt, Redmond, WA
Software Test Engineer

March – June 2006

Mobliss, Seattle, WA
Quality Assurance Tester

September 2004 – January 2006

Excell, Redmond, WA
Software Test Engineer Level II

April – September 2004

Skills

Thorough understanding and practical use of many Microsoft Office Suite programs as well as bug reporting applications including Jira and Bugzilla and project management software such as Confluence. Experience managing and working in an Agile QA team.