

GitHub: <https://github.com/bobbycorey>

Portfolio: <https://bobbycorey.github.io/My-Portfolio-of-Programming-Work/>

Targeted Objective

Computer Information Systems graduate with hands-on experience in game development and software testing (Unity, C#, C++). Seeking the Tester III position at Epic Games to apply my skills in test case execution, bug analysis, and quality assurance for Unreal Engine production.

Education

Associate of Applied Science – Computer Information Systems / Computer Programming

Central New Mexico Community College, Albuquerque, NM

Expected Graduation: Spring 2025

Relevant Coursework: Software Testing & Debugging · Object-Oriented Programming · Game Development with Unity

Technical Skills

- **Programming:** C#, C++, Python (basic), JavaScript
 - **Game Engines:** Unity (C#), Unreal Engine (introductory)
 - **Testing & QA:** Manual test case execution · Bug reporting · Regression testing · Jira (familiar)
 - **Tools:** Visual Studio · Git version control · Blender · Microsoft Office · Chrome DevTools
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Relevant Experience

Freelance Game Developer & QA (Self-Initiated)

2021 – Present

- Executed detailed test plans and manual test cases for Unity game builds, identifying gameplay and performance bugs.
- Documented issues with clear reproduction steps and communicated findings effectively for fixes.

- Applied iterative debugging and regression testing to maintain stable builds across development cycles.
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Game & Software Projects

Unity Gameplay Prototypes

- Developed multiple 2D/3D games using Unity and C#, including player controls, collision detection, UI, and core mechanics.
- Conducted repeated testing, resolved bugs, and optimized gameplay for smooth user experiences.
- Utilized Git version control and project organization best practices to track changes and collaborate.

C# Local Web Application

- Built a desktop-accessible C# web application with integrated UI and backend logic.
- Performed manual testing on user input flows, form validation, and error handling to ensure robustness.

Unreal Engine Exploration

- Independently studied Unreal Engine fundamentals, focusing on level navigation, scripting basics, and debugging tools.
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Portfolio Highlights

- Maintained an actively updated online portfolio showcasing projects in web development, Unity games, and coding assignments.
 - Portfolio features live playable demos, source code links, and screenshots that demonstrate technical skills and creative problem-solving.
 - Website: <https://bobbycorey.github.io/My-Portfolio-of-Programming-Work/>
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Additional Strengths

- Analytical problem solver with strong attention to detail
- Effective written and verbal communication skills

- Comfortable working in collaborative, fast-paced team environments
- Passionate about ensuring immersive, high-quality gaming experiences