Magnus Thomasson

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PROFESSIONAL SUMMARY

- 10+ years of experience in QA for gaming, software, and film industries, with a focus on game testing.
- Skilled in testing methodologies, defect tracking, and team leadership.
- Proven track record in project management leading cross-functional teams, driving bug-fixing efforts, and ensuring high-quality user experiences through rigorous testing and feedback loops.
- Passionate about creating seamless and engaging user experiences across multiple platforms.
- Adept at adapting testing methodologies to meet project needs, with a strong focus on automation and continuous improvement.

KEY SKILLS & TOOLS

- **Testing Tools:** JIRA, DevTest, Selenium, Confluence, TestRail, debugging tools
- **Game Testing**: Grey/White box testing, regression, ad hoc, functional testing
- **Languages:** Python, Java, SQL, HTML
- **Platforms:** PC, PlayStation, Xbox, Nintendo, Cloud platforms, iOS, Android
- **Game Knowledge:** FPS, MMORPGs, RPGs, Racing, Action, Sim, and AR/VR technologies
- **Testing Processes**: Agile, STLC, SDLC, bug lifecycle management
- **Soft Skills:** Collaboration, team leadership, communication, attention to detail, 10+ years management

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INDUSTRY CREDITS

- **System** – *Xbox Series X* – Alpha/Beta QA Tester
- **Games QA**– *Gears 5: Hivebusters, Outbreak: Shades of Horror, Selini, Paper Animal RPG, Rooted, Windswept, Guns Undarkness, Hollowbody, Doomsday Paradise, 3XO, Zoria: Age of Shattering*
- **The Last of Us: Escape the Dark** – *Beta Tester (RPG Board Game) – Themeborne*
- **Neopunk** – *Producer*
- **Betrayal of Blood** – *Executive Producer*
- **Notice Me Leena-Senpai!** – *Designer*
- **Film**– Available on [IMDB](#) or full credit sheet for those not yet listed.

RELEVANT EXPERIENCE

QA Game Software Tester/Producer
Freelance/Various Projects/Contracts, Nov 2020–Present

- Conducted functional, regression, and exploratory testing across PC and consoles.
- Planned and executed test cases, provided detailed feedback, and triaged bugs into databases like JIRA.
- Performed rigorous regression testing to validate fixes and prevent recurrence of issues.
- Producer for games including *Neopunk* and *Betrayal of Blood*, overseeing project development from concept to release. Coordinated production timelines, managed budgets, and ensured all milestones were met on schedule.
- Collaborated with designers and developers to improve gameplay features and enhance usability.

QA Software Support Manager
Harte Hanks, Jan 2021–Apr 2024

- Promoted from Tier 1 Support to Subject Matter Expert (SME) and then to QA Manager, showcasing consistent growth in responsibility and leadership.

- Managed QA support teams, addressing advanced troubleshooting for multi-platform applications, including PlayStation, Xbox, iOS, and Android.
- Authored QA process documents, updated knowledge bases, and streamlined workflows for efficiency.
- Mentored team members and drove continuous improvement initiatives.
- Created Excel spreadsheets/reports and maintained Salesforce CRM for accurate client data.

QA Game Hardware/Software Tester
Keywords Studios, Mar 2020–Oct 2020 (Contract)

- Tested pre-release gaming hardware and software builds, including cross-platform game features.
- Validated bug fixes, executed automated and manual test cases, and maintained database integrity.
- Created detailed test reports using JIRA and assisted in refining game design through qualitative feedback.
- Conducted functional and regression testing to ensure previously fixed issues did not reoccur, and identified opportunities for test automation, reducing test cycles.

QA Test Engineer/Test Technician
Kelly Services/Acara Solutions, Jan 2017–Jan 2020 (Contracts)

- Performed technical testing of electronic hardware in controlled environments, ensuring compliance with quality standards for aerospace/defense projects.
- Documented defects and collaborated with engineers for rapid resolution.
- Delivered critical technical support and documentation for engineers during development of new prototypes.

ADDITIONAL WORK EXPERIENCE

Provider Enrollment Data Entry
Gainwell Technologies – Mar 2024–Oct 2024

Client Services Manager
FEWA Florida Energy, Water and Air – Jan 2013–Feb 2020
- Managed daily office operations, including customer service, data entry, and contract reviews. Admin duties.
- Trained and supervised new hires to ensure office efficiency. Implemented workflow improvements that increased operational efficiency. Numerous company-based awards won.

Data Entry Specialist
Sanford Rose Associates – July 2022–Oct 2022 (Contract)

- Used Salesforce to track and update job postings, manage candidate data, and ensure accuracy.
- Maintained Excel spreadsheets for applicant tracking and data organization and generated reports.

Audio Visual Theater Technician
LF Staffing (Sunrise Theater) – Jan 2016–Feb 2020 (Seasonal)
- Operated AV equipment for theatrical productions and assisted with staging and lighting setups for live shows.

Office Manager
State Energy Conservation – Apr 2009–Feb 2013

EDUCATION

B.S. in Computer Science – *Western Governors University* (Expected Graduation 2025)
A.S. in Computer Graphics and Design – *Keiser University*
CompTIA A+ Certification Class – *Eastern Florida State College* (October–December 2019)

CERTIFICATIONS
CompTIA IT Fundamentals+
Six Sigma Yellow Belt Certification – *6sigmastudy.com*
Certified Notary Public and Remote Online Notary – *State of Florida*
Linux Certification – *Expected Completion: April 2025*
AXELOS ITIL® Foundation Certification – *Expected Completion: April 2025*