

BRANDON STORM OTIS

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<https://chromaticflint.github.io/>

RELEVANT EXPERIENCE

StormForged – Minneapolis, MN, May 2021 - Current

- Founder & Independent Developer
- Released Solo Cross-Platform Mobile Game

Responsibilities:

- C#/C++ Programmer
- Game Designer
- Business Systems Developer
- Level Designer
- UI Developer
- Deployment Manager

Open Systems Technologies – Minneapolis, MN, November 2018 - May 2021

- Quality Assurance Practice Lead, Application Development Manager

Responsibilities:

- Created Quality Assurance practice standards and procedures
- Managed and grew the Quality Assurance practice and development team from 1 to 22 members
- Created Quality Assurance skills and performance metrics
- Created Quality Assurance, and App Dev quarterly and annual goals
- Developed quality standards throughout the business
- Hired and mentored new Quality Engineers, and Application Developers

Total Expert – Eden Prairie, MN, May 2017 - November 2018

- Security Engineer
- Technical Lead of Quality Assurance and Security

Responsibilities:

- Created and structured Quality Assurance department standards and procedures
- Managed Quality Assurance team
- Planned and Integrated security
- Performed security assessment testing on web applications

- Implemented security into CI infrastructure
- Developed security automation

The Nerdery – Bloomington, MN, March 2013-May 2017

- Security Analyst, July 2015 – April 2017
- Senior Quality Assurance Engineer, May 2015 – July 2015
- Quality Assurance Engineer, March 2013 – May 2015

Responsibilities:

- Developed and deployed new security processes
- Interpreted and created vulnerability reports and provide recommendations to clients
- Performed security assessment testing on web and native mobile applications
- Worked directly with development and UX teams to provide guidance for identified security weaknesses

Activision Minneapolis Publishing – Eden Prairie, MN, June 2010-March 2013

- Quality Assurance Senior Functional Tester

Responsibilities:

- Created alpha, beta, and release test plans for AA and AAA video game titles
- Led team of Quality Assurance Engineers through various projects and requirements
- Worked directly with development to provide guidance for identified security weaknesses
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TECHNICAL PROFICIENCIES

Programming Languages & Frameworks:

- | | | |
|------------|------------------|--------------|
| • C# | • C++ | • TypeScript |
| • Selenium | • TypeScript | • Python |
| • Cypress | • Unity DOTS/ECS | • React |

Tools

- | | | |
|----------------------|------------------|--------------|
| • Unity | • Git & Git LFS | • Postman |
| • Unreal | • Xcode | • Burp Suite |
| • Unity Cloud Deploy | • Android Studio | • VSCode |