BRANDON STORM OTIS

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https://chromaticflint.github.io/

For the past two years I've had the opportunity to focus on and learn skills within the game design and development fields. My background also includes 11 years as part of the Software Application Development, Security, Design, and Quality Assurance fields where my main focuses have been on continuous client and team education around the value of design, quality, security, and best practices. Throughout all my work I constantly strive to maintain and improve upon quality standards and processes.

RELEVANT EXPERIENCE

StormForged – Minneapolis, MN, May 2020 - Current

- Founder & Independent Contractor

Responsibilities:

- Unity Programmer
- Business Administrator
- Shader Programmer
- Level Designer
- Operations Manager
- Game Designer
- Game Producer
- Animator
- Release Manager
- Deployment Manager

Open Systems Technologies – Minneapolis, MN, November 2018 - May 2020

- Quality Assurance Practice Lead, App Dev Manager

Responsibilities:

- Created Quality Assurance practice standards and procedures
- Managed and grew the Quality Assurance practice and team
- 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
- Created Quality Assurance skills and performance metrics
- Created Quality Assurance annual goals
- Maintained Development's flow of work
- Planned and Integrated security best practices
- Performed security assessment testing on web applications

- Implemented security into CI infrastructure
- Developed security automation
- Defined security best practices
- Triaged security vulnerabilities and recommended mitigations
- JIRA workflow development for entire company
- JIRA Administration

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
- Triaged security vulnerabilities and recommended mitigation suggestions based on knowledge of web applications

- Performed security assessment testing on web and native mobile applications
- Worked directly with development and UX teams to provide guidance for identified security weaknesses
- Led team of Quality Assurance Engineers through various projects and requirements

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
- Researched and created new testing procedures for the team

TECHNICAL PROFICIENCIES

Environment Experience:

- MacOS
- Windows 7/8/10
- Native mobile iOS
- Native mobile Android
- Linux
- Responsive Mobile

Programming Languages & Frameworks:

- Python
- JavaScript
- Cypress
- Selenium
- TypeScript
- Unity
- Gatsby
- DOTS/ECS
- C#
- React

Tools

- Unity
- AssetForge
- Git & Git LFS
- Xcode
- Aseprite
- MagicVoxel
- Android Studio
- HockeyApp
- Postman
- Burp Suite
- DaVinci Resolve
- Gimp
- VSCode