

# BRANDON STORM OTIS

storm@stormforged.io | 612-462-3048

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

## RELEVANT EXPERIENCE

### StormForged – Minneapolis, MN, May 2021 - Current

- Founder & Independent Developer

#### *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
- 

## **TECHNICAL PROFICIENCIES**

### *Programming Languages & Frameworks:*

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

---

### *Tools*

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