**BRIANA TORRES**

Beach Lake, PA 18405 bricrane8@gmail.com

570-251-0697

Currently relocating to Los Angeles, CA

Authorized to work in the US for any employer

Online Portfolio: <https://bricrane8.wixsite.com/bricrane>



# WORK EXPERIENCE

## QA Engineer/Software Development Intern

**LockData Technologies**

January 2019 to Current   
(Currently furloughed due to Covid-19)

* Test new features and bug fixes in software
* Identify and research potential bugs
* Write up and document bug reports and steps to reproduce for developers
* Write detailed test cases for QA Engineers to thoroughly test new features and bug fixes
* Work in an Agile Development environment

## Social Media & Marketing Manager

**East Shore LLC**

December 2020 - Current

* Create marketing campaigns to promote products and services of multiple brands
* Create engaging photographs and images to highlight products
* Manage the company's social media accounts and engage with our audience in creative ways

## Project Manager & Social Media Manager

**WeARGames**

March 2020 to August 2020

* Assign and schedule necessary tasks for the project to ensure timely completion
* Schedule and run planning meetings
* Upkeep any relevant documents regarding the project
* Manage the company's social media accounts and engage with our audience in creative ways

## Technology Consultant

**TCC Verizon Premium Retailer**

June 2016 to January 2019

* Evaluated a customer's needs and recommended a fitting product
* Described specific product's features and benefits and demonstrated usage or operation
* Set up new accounts and phone lines to best fit the customers’ needs, with the goal of selling a profitable phone plan
* Presented a friendly and welcoming demeanor
* Offered technical assistance and troubleshooting for both software and hardware issues



**Bachelor's of Science in Game Design**

**EDUCATION**

**Baker College**

March2021

## High School Diploma

**Wallenpaupack Area High School**

June 2015



**SKILLS**

* **Experience in Multiple OOP Languages including C++, C#, Java, and Visual Basic**
* **Unity Game Engine & Unreal Engine 4 programming & game development experience**
* **In my position as a QA Engineer on an Agile team, communication with other testers, developers, and product owners is an essential daily task. Organization and prioritization are skills that I have developed and progressed during my time as a QA Engineer.**
* **Very organized, a multi-tasker with an understanding of prioritizing skills**
* **Strong reading and writing skills which have attributed to multiple publications**



**Extracurriculars**

* **Strong writing and grammar skills which have attributed to inclusion in two book publications, *Awakened Origins*** **and *UnLeashed: Scary Stories of Furry Friends***
* **Over the past year I have created and culminated a large online community for the discussion, creation, and solving of Alternate Reality Games (ARGs). In this community, I hold a leadership role as creator of the community and managerial duties. My responsibilities include recruiting new members, community outreach, event organization, project management, and settling disagreements.**
* **I am a creator of Alternate Reality Games and have extensive experience using immersive transmedia fiction to create stunning worlds and intriguing puzzles for players to solve, which relies heavily on my experience as a game developer.**
* **Experience with digital art and character illustrations. Portfolio available upon request.**