David Woodford

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SKILLS

Unity, Unreal, GameMaker: Studio / Software(s) - Maya / Program Language(s) Java, C++, HTML
Photoshop, Microsoft Office Suite and GSuite, Jira

EDUCATION

Becker College: Expected Graduation: May 2020
B.A. Interactive Media Design
Concentration in Computer Game Design
GPA: 3.62

EXPERIENCE

Quality Assurance Tester, ReturnQueen   *2021 to date*
- Assist in oversight of quality assurance testing for all lines of business at ReturnQueen
- Execute test cases and perform testing assignments under varying circumstances with limited supervision
- Detect, log, and report programs bugs and glitches
- Research bugs and identify issues outside of the normal test boundaries
- Report on the user experience and test results, escalating when necessary
- Verify buyer/returner bug fixes both internally and externally with clients
- Write and file detailed bug reports and maintain bugs in the database through their entire life cycle
- Provide feedback to developers and communicate issues to ensure quality of product
- Utilize Beekeeper Studio to manage and perform debugging

Game Mechanics and Level Designer, Beat the Machine   *2019*
- Conceptualize and create levels for the game
- Helped develop the games story
- Designed mechanics for bosses

Cloud-Based Web Development Intern, Clearpool Group, Inc.   *2018*
- Created regression tests for official Clearpool Algorithmic management system
- Assisted in the customization, execution, analysis and optimization of algorithms for cloud-based trading strategies
- Responsible for gathering requirements, designing and implementing features, bug fixes, and unit testing codes
- Utilized Leapwork to re-execute the impact of the current algorithmic management system to test functionality of application
- Effectively applied Jira agile methodology to plan, track, and manage software development projects from single tools (such as scrum)
- Contributed ideas and collaborated with other developers to execute ideas and turn them into production-ready code
- Trained incoming summer interns on Leapwork system and assisted in hands-on learning

Game Designer, Tour De Death   *2018*
- Level based; Virtual Reality zombie game played on an exercise bike
- Level Design - Tasked with the creation of the first and third levels of the game, such as placing assets and creating terrain
- 3D Artist - Created multiple assets in Substance Painter
- Game Design - In charge of coming up with new level ideas and brainstorming new assets

PERSONAL PROJECTS

Jammer, Global Game Jam - Northeastern University   *2017*
Global Game Jam is the premier annual game creation event that fosters the development of innovative game concepts and promotes international collaboration and teamwork.
- Team: Hawaii Five Bro: https://www.youtube.com/watch?v=vyVg7sUI_XM
- Tasked with the creation of a functional game in 48 hours - must include "waves" such as light / physical / sound

RELEVANT COURSEWORK

<u>Literary Dev of a Virtual World</u> - Applied classical techniques to the development of virtual worlds, both through non-linear narrative and 3D deployment of literary creations
<u>Writing for Fantasy & RPG's</u> - Discussed the different narrative genres of fantasy and developed the ability to integrate storytelling and gameplay. Applied story, world, and character development to original game ideas. Wrote quest specs within constraints of game development
<u>Writing About Literature</u> - Sourced information and incorporated imaginative genres of literature (poetry, short fiction, drama, and/or the novel), effectively into argumentative and persuasive writing
<u>Level Design</u> - Developed levels for existing game engines, as well as utilized original game aesthetics, with an emphasis on integrating levels within a given game design guided by balance and rhythm
Additional: Serious Game Project | Software Engineering Life Cycle | Game Industry Trends | Effective Design Strategies |