Peter F. Woloszyn | Senior QA Specialist

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NOTE: No AI was used in the creation of this resume. Just years of blood, sweat, pixels, and crash logs.

SUMMARY

Senior QA Specialist with 10+ years of experience in the video game industry, including work on award-winning AAA titles (*GTA V, Red Dead Redemption, Max Payne 3*, etc.) and cutting-edge Web3/MMORPG projects. Extensive experience in manual testing, compliance (TCRs/TRCs), multiplayer QA, and gameplay analysis. Thrives in agile environments, remote collaboration, and dynamic live-ops pipelines.

SELECT TITLES SHIPPED

- Titles: Beaterator • Bully: Edition • Dragon Strike • GTA: Chinatown Wars • GTA IV • GTA V • L.A. Noire • Max Payne 3 • Meow Match • Midnight Club: L.A. Remix • Midnight Club: Los Angeles • Red Dead Redemption • Red Dead Redemption II • Rockstar Games Presents Table Tennis
- DLC: GTA IV: Episodes from Liberty City • The Ballad of Gay Tony • The Lost and The Damned • RDR: Undead Nightmare
- Ports: GTA III (iOS/Android) • GTA: San Andreas (iOS/Android) • GTA: Vice City (iOS/Android)

EXPERIENCE

Senior QA Specialist, Gala Games | Myrtle Beach, SC (Remote), 2022 – 2024

- Consistently responsible for hands-on testing and bug reporting in every QA role, submitting clear, detailed reports across gameplay, UI, performance, and compliance.
- Co-led QA efforts for The Walking Dead: Empires, a Web3 MMORPG that entered open beta prior to studio-wide layoffs, coordinating efforts across time zones with a West Coast counterpart for near-continuous coverage.
- Reviewed and validated multiple builds and feature branches daily, ensuring QA standards, stability, and integration safety before approving merges into main.
- Designed and implemented QA processes and workflows, increasing turnaround times and enabling faster, more productive dev cycles.
- Proposed QA-focused debug tools and collaborated with engineers to define functionality and use cases, resulting in more efficient and accurate testing workflows.
- Worked closely with distributed global teams to test gameplay mechanics, debug features, and optimize UI for greater player engagement.
- Delivered clear weekly QA reports to stakeholders and execs, ensuring clarity and alignment.
- Shared structured design input across development phases, supporting gameplay tuning and system-level refinement.
- Operated within CI/CD pipelines (Jenkins) to manage daily build reviews and pre-release testing for both internal QA and external public beta environments.
- Utilized tools such as Jira, Unity, Figma, Slack, Jenkins, and DataDog to track, triage, and communicate bugs and design issues.

Full-Time Caretaker and Freelancer, self-employed | Baltimore, MD (Hybrid), 2016 – 2021

- Dedicated five years to caring for a terminally ill family member while continuing freelance QA and creative work, applying discipline and adaptability across both personal and professional responsibilities.
- Delivered freelance QA testing for games, apps, and web platforms, with a focus on detailed bug reporting and usability feedback.
- Consulted on indie and mobile game projects, offering design insights and assisting in gameplay refinement.
- Managed diverse creative projects including music instruction, social media content, and glassblowing workshops.

- Thrived in a self-directed, remote work environment while adapting quickly to new tools and balancing multiple responsibilities.

QA Project Lead, Rockstar Games NYC | New York, NY 2009 – 2016
- Directed QA efforts across multiple global studios, writing test plans, assigning tasks based on team strengths, and overseeing execution to meet tight milestones.
- Compiled team feedback, bug data, and progress updates into concise reports for producers and the VP of QA Worldwide, and other high level stakeholders.
- Led multiplayer QA coordination for GTA IV and GTA V, managing communications and playtests between testers, senior co-leads, and external studios.
- Collaborated with developers, designers, and producers to troubleshoot issues and drive improvements across gameplay systems.
- Contributed to gameplay systems—such as cover mechanics and in-game economies—by submitting structured design notes throughout development, including early-stage proposals adopted by dev teams.

QA Game Analyst, Rockstar Games | New York, NY 2007 – 2009
- Provided in-depth feedback on gameplay mechanics and Game Design Documents (GDDs), leading to improved design and replayability.
- Conducted comprehensive testing across multiple platforms and development stages, identifying critical issues and recommending solutions.
- Traveled to satellite studios as a representative of Rockstar HQ to review branch submissions onsite and support local teams with faster build integration and compilation during limited-bandwidth development pipelines.

QA Tester, Rockstar Games NYC | New York, NY 2006 – 2007
- Performed detailed testing across builds and maintained accurate bug tracking to streamline issue resolution.
- Collaborated with marketing teams to ensure product readiness for promotional events and launches.
- Tested all new build submissions to verify intended functionality and avoid regression issues.

Education
- Ithaca College – B.A. in Philosophy
- Berklee School of Music Online – Specialist Certificate in Home Recording
- Johns Hopkins University (Coursera) – Certificate in Contact Tracing
- Google (Coursera) – Certificate in AI Essentials

SKILLS

Manual Testing | Jira | Unity | Figma | Jenkins | Bug Tracking | Lot Checks & TCR/TRC Compliance | CI/CD | Agile Environments | Game Design Feedback | Live Ops | Slack | DataDog | Discord | Adobe Suite | Google Suite | Office Suite | AI Essentials | Steam | Remote Collaboration | Documentation & Reporting | macOS | Windows | Linux | iOS | Android | Rapid Tool Adoption | Software Fluency

*NOTE: **References** available upon request*