

Peter F. Woloszyn | Senior QA Specialist

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SUMMARY

- Results-driven Senior Quality Assurance Specialist with over 10 years of experience in QA leadership, game design feedback, and cross-functional collaboration. Proven ability to deliver high-quality results across global teams and diverse platforms, including AAA titles like Grand Theft Auto IV, Grand Theft Auto V, Red Dead Redemption I & II. Skilled in self-management, optimizing workflows, and providing actionable feedback to enhance product quality. Excels in remote environments, leveraging strong communication, adaptability, and problem-solving skills and leveraging AI to drive success in innovative projects.

SELECT TITLES SHIPPED

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

Experience

Senior QA Specialist, Gala Games | Worldwide (remote), 2022 - 2024

- Spearheaded QA efforts for a Web3 MMORPG using AMC's The Walking Dead IP, ensuring high-quality user experiences in live and development environments.
- Streamlined testing workflows and integrated QA processes into the CI/CD pipeline, minimizing build conflicts and ensuring seamless deployments.
- Collaborated across global teams to design and test gameplay mechanics, debug features, and optimize user interfaces for enhanced player engagement.
- Provided detailed documentation and reports for stakeholders, including weekly updates to the CEO, to maintain transparency and align priorities.
- Played a key role in refining UI/UX and gameplay design through actionable feedback, contributing to an immersive and polished gaming experience.

Freelance QA Specialist/Consultant & Full-Time Caretaker, self-employed | Baltimore, MD - 2016 - 2021

- Provided full-time care for a family member, demonstrating exceptional time management, problem-solving, and adaptability in high-pressure situations.
- Freelanced in QA testing for games, apps, websites, and software, delivering detailed bug reports and usability assessments to enhance product quality.
- Consulted on game development projects, offering design feedback and assisting in gameplay refinement for indie and mobile titles.
- Managed diverse creative projects, including social media management, glassblowing, and teaching music, showcasing versatility and rapid skill acquisition.
- Adapted quickly to new technologies, managing multiple responsibilities under tight deadlines in a remote and self-directed capacity.

QA Project Lead, Rockstar Games NYC | New York, NY 2009 - 2015

- Directed QA teams across multiple studios, crafting tailored test plans and managing resources to meet demanding project timelines.

- Coordinated global multiplayer QA efforts for GTA IV and GTA V, ensuring stable network performance across all platforms.
- Delivered progress updates to senior leadership, including the VP of QA Worldwide, ensuring clear communication and alignment on objectives.
- Collaborated with producers, developers, and designers to resolve issues and implement gameplay improvements.
- Contributed to the design and implementation of systems such as the cover system and in-game economies, used across multiple Rockstar titles.

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 initial builds.
- Conducted comprehensive testing across multiple platforms and development stages, identifying critical issues and recommending solutions.
- Traveled to support development teams at satellite studios across the country, ensuring alignment, QA standards and to report progress to headquarters.

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.

Key Contributions

- Designed the cover system for GTA IV, implemented across GTA V, RDR I, and RDR II.
- Designed the in-game economy for GTA: Chinatown Wars, enhancing player immersion and gameplay depth.
- Co-led multiplayer QA for GTA IV and GTA V, coordinating global teams for seamless online experiences.

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

- QA Expertise: Manual & Automated Testing, Workflow Optimization, Bug Tracking (JIRA, etc.), CI/CD Pipelines.
- Remote Work Proficiencies: Self-Management, Written Communication, Virtual Collaboration, Adaptability.
- Technical Tools: Unity, Adobe Suite, Figma, Slack, Jenkins, DataDog.
- Design & Feedback: Gameplay Mechanics, UI/UX Improvement, GDD Refinement.

Additional Experience

- Freelance QA & Consultant: Tested apps, websites, and software for usability and performance.
- Founder, Woloszyn Photo: Built and managed a photography business in NYC.
- Glass Artist/Instructor: Developed artistic skills and taught workshops with renowned artists.