

Peter F. Woloszyn | Senior QA Specialist

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SUMMARY

- Seasoned Quality Assurance professional with extensive experience in AAA game testing, team leadership, and cross-functional collaboration. Adept at providing detailed feedback, optimizing QA workflows, and ensuring feature quality from concept to live operations. Skilled in rapid self-learning, remote teamwork, and meeting strict deadlines. Looking to leverage strong analytical, communication, and problem-solving skills to support innovative gaming projects in a fully remote environment.

TITLES SHIPPED

Grand Theft Auto V • Max Payne 3 • L.A. Noire • Red Dead Redemption: Undead Nightmare • Red Dead Redemption • 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 • Beaterator • Grand Theft Auto: Chinatown Wars • Midnight Club: L.A. Remix • Midnight Club: Los Angeles • Grand Theft Auto IV • Bully: Scholarship Edition • Rockstar Games Presents Table Tennis • Grand Theft Auto San Andreas • Grand Theft Auto Vice City • Grand Theft Auto III • Dragon Strike • Meow Match • The Walking Dead Empires • and more...

Experience

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

- Supported development of a Web3 MMORPG (AMC's The Walking Dead IP) with NFTs by collaborating with a relatively small global team of developers and designers.
- Assisted in designing new game mechanics, systems, and debug features to optimize QA efficiency.
- Provided detailed QA testing on new branches/builds, ensuring no conflicts or new issues were introduced before approving any merges in our CI/CD pipeline.
- Operated in a live ops environment during open beta tests, while continuing to develop and test new features and systems in dev ops environments.
- Maintained bug databases, coordinated approvals with AMC, and provided daily/weekly updates to key stakeholders, including the CEO.
- Ensured weekly playtest builds were stable and documented known issues for the team's reference.

Full Time Caretaker and Part Time Freelancer, self-employed | Baltimore, MD - 2016 - 2021

- Served as a full-time caretaker for an ill family member.
- Freelanced in various capacities: game development consulting, social media management, QA testing (games, apps, software, websites), and creative endeavors (building guitar FX pedals, glassblowing, teaching music, applying scientific techniques to create unique jewelry, and more).
- Adapted quickly to new tools and technologies, managing a wide range of responsibilities under time constraints.

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

- Managed QA test teams, creating tailored test plans to maximize efficiency and meet project milestones.
- Prepared weekly progress updates for the VP of QA Worldwide and maintained clear communication with producers and all key stakeholders..
- Served as a key liaison between producers, developers, and QA teams, ensuring thorough issue reporting and resolution.

QA Game Analyst, Rockstar Games | New York, NY 2007 - 2009

- Conducted extensive testing of AAA titles at all development stages across multiple platforms.
- Led daily network tests while coordinating with global studios and providing comprehensive feedback that influenced major design and gameplay decisions.
- Assisted in refining Game Design Documents (GDDs) early in development, resulting in more polished initial builds.
- Traveled to satellite studios to support QA processes on-site and reported progress back to headquarters.
- Trained new hires in QA processes and workflows.

QA Tester, Rockstar Games NYC | New York, NY 2006 - 2007

- Tested titles across multiple global studios in a fast-paced environment, meeting strict deadlines.
- Maintained and updated bug databases, ensuring accuracy and preventing duplicates.
- Worked in tandem with the other developers across the globe to ensure their changes, implementations and fixes were working as intended.

- Coordinated with developers and marketing teams to ensure successful product launches, marketing and promotional events as well as accurate strategy guide creation.
- Tested all new changes in branches and builds submitted to ensure intended functionality in impacted areas.

Specific Contributions and Accomplishments

- Was first in my “class” of hires to reach every milestone from promotions to leading projects.
- In addition to standard QA responsibilities, was chosen to “specialize” in feedback and new feature designs as well as standards and regulations (Nintendo Lot Checks, Microsoft TCRs, Sony and Apple TRCs, etc.)
- Took great pride in the large amount of detailed feedback and ideas for new features provided and subsequently implemented into AAA titles such as Grand Theft Auto IV, Grand Theft Auto V, Red Dead Redemption, Max Payne 3 and many others.
- Designed a previously unplanned cover system for GTA IV that was then implemented into GTA IV, GTA V, RDR and RDR II
- Designed the in-game economy for GTA: Chinatown wars
- Acted as Multiplayer Co-Lead for GTA IV and V, Coordinating Multiplayer teams across studios worldwide for testing network Multiplayer playtests across various SKUs.
- Developed a strong proficiency for analyzing team members strengths, allowing me to optimize test plans to be as efficient and effective as possible.
- Traveled to satellite studios to assist development teams with all QA related needs and reported progress back to company headquarters.

Education

- Ithaca College, Ithaca, NY — B.A. in Philosophy, 2005
- Berklee School of Music, [online] — Specialist Certificate in Home Recording, 2005
- Johns Hopkins University [via Coursera] - Certificate in Contact Tracing
- Google [in progress • via Coursera] - in progress... Certificate in AI Essentials

Skills

Quality Assurance & Testing (Manual & Automated) • Team Leadership & Project Management • Cross-functional Collaboration (Developers, Designers, Producers, Stakeholders, etc.) • Extremely adaptable to new systems & technologies • Strong written and verbal communication skills • Strong work ethic • Self-discipline • Remote Work Experience • Experience Giving Strong Unbiased Game Design Feedback & Feature Designs for Implementation • Workflow Optimization and Improvement • Strong analytical skills • Strategic planning • Experience meeting strict deadlines • Bug Tracking & Database Maintenance (JIRA or Similar) • Continuous Integration / Continuous Deployment (CI/CD) Pipelines • AI Knowledge and Experience • Tools: Adobe Suite, Various Databases, Basic Workflow Software, DAWs & Other Media Tools

Additional Experience

Freelance Photographer, Glassblower & Multi-media Artist, Self Employed | Baltimore, MD, 2016

Showcased ability to learn new skills quickly, develop unique artistic styles, and manage independent projects.

Founder/Photographer/Web Developer, Woloszyn Photo | Brooklyn, NY 2007 - 2015

Built a photography business from the ground up, working with notable artists. Demonstrated entrepreneurial spirit and self-taught skill acquisition.

Administrative Assistant, Johns Hopkins University | Baltimore, MD 2006 - 2007

Handled administrative tasks, scheduling, and correspondence for a high-level executive, showcasing organizational and communication skills.

Glass Artist/Instructor, Buttermilk Studios | Ithaca, NY 2003 - 2006

Trained in the art of flame-worked borosilicate glass to create unique glass art pieces. Helped run workshops taught by internationally renowned glass artists such as Robert Mickelson, Marcel Braun & Emilio Santini.