# Assessment task 2

## Position description

You must specify at least **two** position descriptions.

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| **Job title:** | | **Quality assurance** |
| **Description:** | | **It ensures the game is functioning as intended and helps to improve the player experience.** |
| **Salary:** | | **$70,955 per year (on average)** |
| **Hours:** | | **60hours per week on average** |
| **Location:** | | **Port melbourne** |
| **Reporting to:** | | **Senior manager** |
| **Key responsibilities: Finding, documenting and reporting bugs or problems within the game, task or project.** | | |
| **1** | **: Finding bugs or problems within the task or project.** | |
| **2** | **Documenting, bugs or problems within the task or project.** | |
| **3** | **Reporting, bugs or problems within the task or project.** | |
| **etc** |  | |
| **Qualifications: Certificate 3 of Information technology may be useful.** | | |
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| **Work experience:** | | |
| **3 Years working freelance as a Quality insurance provider.** | | |
| **Personal qualities:** | | |
| **Great at finding problems, writing and communication skills.** | | |

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| **Job title:** | | **UI developer** |
| **Description:** | | **Creates user interfaces.** |
| **Salary:** | | **$128,000** |
| **Hours:** | | **40 hours per week** |
| **Location:** | | **Sydney, Australia.** |
| **Reporting to:** | | **Senior UI Developer.** |
| **Key responsibilities:** | | |
| **1** | **Resarching** | |
| **2** | **Designing** | |
| **3** | **Developing** | |
| **etc** |  | |
| **Qualifications: Bachelors degree in Graphics design.** | | |
|  | | |
| **Work experience:** | | |
| **6 months as a Graphics designer** | | |
| **Personal qualities:** | | |
| **Great at art, and working in a team.** | | |