

# Dorian Kavadlo

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## CERTIFICATIONS & SKILLS

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- **Certifications:** ISTQB Foundation Level (June 2025), Postman Student Expert (August 2025)
- **Programming & Tools:** Python, SQL, HTML/CSS, Unity, Jira, Postman, Trello, Google Sheets, Git/GitHub
- **Hard Skills:** Manual Testing, Bug Reporting, Test Case Design, Exploratory Testing, Test Documentation
- **Soft Skills:** Detail-oriented, Clear Communicator, Self-Motivated, Team Player, Adaptable, Curious

## WORK EXPERIENCE

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### Systems Administrator

Sep. 2024 – Mar. 2025

*Karpel Solutions*

*St. Louis, MO*

- Logged and tracked internal software issues, assisting developers by documenting reproducible bugs.
- Tested new features and system updates by replicating user actions and reporting inconsistencies.
- Managed user accounts, permissions, and case system access for law firms and legal teams nationwide.
- Provided Tier 1 technical support and submitted detailed bug reports to aid troubleshooting and fixes.

### IT Analyst Intern

Jun. 2023 – Jan. 2024

*FeatherShark*

*St. Louis, MO*

- Resolved hardware, software, and network issues for clients across various industries.
- Managed user accounts, permissions, and system deployments using Active Directory and RMM tools.
- Communicated directly with end users to identify problems, verify fixes, and ensure resolution.

### Game Composer

May. 2022 – Aug. 2024

*Graphite Lab*

*Remote*

- Composed over 10 custom level themes aligned with gameplay pacing and style.
- Implemented audio using FMOD, Unity, and C# for seamless in-game integration.

## PROJECTS

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- **Completionist Tracker (Capstone Project - MS)** – Developed a full-stack web application that allows users to track video game progress with custom checklists, community templates, and progress visualization.
- **Face the Music (Capstone Project - BFA)** – Designed and developed a rhythm-based action game in Unity with FMOD integration, creating all code, art, and original music composition.
- **Portfolio Website** – Designed and deployed personal website to organize and present professional work.

## EDUCATION

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### Master of Science in Software Development

Aug, 2025

*Maryville University*

*St. Louis, MO*

- **GPA: 3.8** – Coursework included software architecture, databases, web applications, DevOps, and UI/UX

### Bachelor of Arts in Interactive Design - Game Design

May, 2024

*Maryville University*

*St. Louis, MO*

- **GPA: 3.9** – Summa Cum Laude, Dean's List (2021–2024), Interactive Design Award
- President of Maryville Game Developer's Club, Study Abroad: Dublin – Irish History & Culture