

Summary of Qualifications

- High passion for game development and programing in C#. Developed games on Unity (Mobile, 2D, 3D and VR games)
- Self-motivated college student in Game Programing with a Bachelor’s degree in Electrical Engineering and Computer Science
- Over 2 years well-rounded experience with Google in Quality Assurance, Testing and Project Management
- Excellent problem-solving skills to advise and collaborate with leaders to brainstorm alternatives and propose solutions
- Strong ability to provide training and coaching for Quality Assurance software to people at all levels including contractors

Education

St. Lawrence College	Cornwall, Ontario
Game Programming Diploma - GPA 3.92 / 4.0	Aug 2021 - Apr 2023
National Cheng Kung University	Taiwan
Bachelor of Science in Electrical Engineering and Computer Science	Sep 2010 - Jun 2015

Experience

Videri	Montreal, Quebec
Software Testing Specialist	Oct 2024- Present
<ul style="list-style-type: none">• Develop and run test plans for embedded systems, validating new hardware with software releases.• Operate tests, document issues, and track defects using standard testing tools.• Collaborate with developers to debug and ensure quality between Firmware and QA teams.• Report daily activities to management and work with the team to meet quality and deadlines.	
GlobalStep	Montreal, Quebec
FQA Video Game Tester	Mar 2024- Oct 2024
<ul style="list-style-type: none">• Identify and report functionality bugs• Test and report issues using JIRA• Work closely with other team-members to share, discuss and clarify issues• Write all bugs in conformance to internal standards and project specific requirements	
LQA Video Game Tester	Oct 2023- Mar 2024
<ul style="list-style-type: none">• Ensured the quality of video game and related software translations• Checked the quality of the language used in various texts and audio files• Ensured that content is well adapted to the language, culture and Chinese market• Reported the tasks using an evaluation sheet and/or checklist to the Lead Testers	
Resilience, Inc.	Remote
Virtual Reality Developer	Jun 2023- Oct
<ul style="list-style-type: none">• Translated design into applications using Unity Engine• Scripted and maintained efficient, reusable, and reliable code• Meeting with the design team to discuss ideas and specifications	

BGC Canada**Cornwall, Ontario**

Program Volunteer Instructor (creating video game)

Jul 2022- Apr 2023

- *Taught children (age 6-12) to make video games with Unity*
- *Planned, organized, and scheduled the teaching process*
- *Designed and made games suitable for teaching*

STEMWorld Educational Services Inc.**Remote, Canada**

Game Developer

May 2022 – Jul 2022

- *Used the Unity 3D game-engine and C# for educational game development*
- *Planned, researched and design game development process*
- *Participated the presentation of technical topics at regularly scheduled corporate meetings*

GameStop**Cornwall, Ontario**

Game Sales

Oct 2021- Jan 2022

- *Proven ability to provide excellent customer support*
- *Engaged customers with value added service and knowledge*
- *Developed empathetic client relationships while earning a reputation for exceptional customer service*

Google**the U.S.A., Singapore, Taiwan, and India**

Quality Assurance Engineer

Jan 2018- Nov 2019

- *Assisted to develop and implement quality assurance program for telecommunication software commination*
- *Conducted failure analysis to define root causes and drove corrective actions*
- *Managed contractors' quality performance and generated reports and metrics for management to review*
- *Provided training and coaching for quality assurance program to internal users and contractors in the U.S.A., Taiwan and India*

HTC**Taiwan**

Wireless Field Trial Engineer

May 2017- Jan 2018

- *Developed test frameworks and set up testing system*
- *Evaluated existing status of test automation and provided recommendations for improvements*
- *Conducted various root cause analysis on wireless performance*
- *Participated in test driven designs and executed testing to ensure compliance with project requirements*

Additional Experience

St. Lawrence College**Cornwall, Ontario**

Class Representative

Oct 2022- Apr 2023

- *Acted as a liaison between the students and professors*
- *Organized ESport events monthly and movie nights*
- *Represented my class at Class Rep Meeting*

Electronic Arts**Remote, Canada**

Virtual Experience Program Participant

Jan 2022- Jan 2022

- *Completed practical task modules in Python, C++, Game Engine Technology, and Mitigating Cyber Vulnerabilities*