

FLORIAN MENESES 650.867.8572 | Sacramento, CA 95835

florian.meneses@gmail.com

“To succeed through growth, experience, and challenges”

Software Engineer looking to leverage my Quality Designer career to create better tools that meet the needs of teams and the people I work with. I am very passionate about games, and my goal is to continually make more productive and efficient industry tools through the implementation of current and future technologies.

- “Hands on” quality assurance lead with expert proficiency in leading software and system test processes for leading companies in the entertainment industry.
- Seasoned QA Lead with extensive experience in the development and execution of test plans and test cases.
- Effectively directed and participated in the efforts of teams of cross-functional professionals in aligning actions towards common project goals.
- Demonstrative ability in achieving results through a highly-organized and analytical process that ensures compliance with all corporate and client standards of quality.

MOBILE QE - SOFTWARE ENGINEER I - ELECTRONIC ARTS Redwood City, CA (June 2023 - PRESENT)

As a Software Engineer on the Mobile QE team, I updated our current automation processes and tools, created multiple automated tests, and implemented reporting data from those tests to test management tools such as Zephyr by leveraging their API.

- Added and updated new features to the Unity Automation Framework (UAF), a custom test framework developed by EA to support automated testing of Unity games.
- Supporting multiple projects - Heroes of Middle Earth, Star Wars Galaxy of Heroes, and Plant vs Zombies - each with separate, distinct processes and workflows.
- Created automated performance tests using UAF to report metrics utilizing Google Firebase.
- Setup scheduled automated tests using Jenkins Pipeline.

ASSOCIATE QUALITY DESIGNER - SOFTWARE ENGINEER I - ELECTRONIC ARTS Redwood City, CA (Mar 2020 - June 2023)

- Worked on the UAF with Mobile QE while creating test plans and test cases, and delegating testing to our QV teams.
- Improved and learned additional skills through the University of California, Davis coding bootcamp while concurrently working on a daily basis and updating test cases for automation.
- Learned Javascript, React, and created API's using Node.js and Express.
- Implemented Webstore automation using the Playwright framework and worked together with the Mobile QE team to add it to the Pre-Commit workflow processes.

SR. QUALITY ANALYST - ELECTRONIC ARTS Redwood City, CA (Mar 2019 - Mar 2020)

- Created test plans and test cases, and performed verification and regression tests regularly on various tasks from feature, backend, telemetry, and game data changes.
- Gained familiarity with the Unity editor, and established local server environments to improve QV testing practices, leveraging testing in editor, as well as on device.
- Learned Jenkins build work flows, and updated jobs for QV when needed.
- Established a system that leveraged reporting automated test results to Testrail, using the Testrail Python API.

QA LEAD - DENA WEST, San Francisco, CA (Feb 2015 - Nov 2017)

- Managed a team of 9 external QA professionals engaged in system test case development that spanned all potential uses of each application.
- Conducted gameplay, localization, and regression testing on all titles.
- Presented all test summaries to interested parties and reported critical bugs and localization errors for multiple projects.

SENIOR QA TESTER - DISNEY INTERACTIVE MEDIA GROUP / PLAYDOM, Palo Alto, CA (2010-2014)

- Fulfilled a critical role leading system testing and support functions for multiple titles.
- Collaborated effectively with key stakeholders from Production, Design, Engineering, and Art teams; contributed expertise in ideating gameplay ideas during the early concept and pre-production phases of individual titles.
- Contributed to the development of the values and Mission Statements driving the efforts of Dream Castle Studio; served an integral role resolving gameplay issues prior to the launch of the multiple-floors expansion for Playdom's flagship title Market Street, the largest content release for that title.
- Worked with QA Leads to establish a pre-certification process to ensure the success of Playdom's transition to the mobile game space from the Facebook platform.

DEVELOPMENT TESTER - ELECTRONIC ARTS, Redwood City, CA (2007-2009)

Executed a broad array of QA functions in support of titles that included Dead Space and The Godfather II, spanning running scripts, sorting, and charting game art assets. Conducted gameplay, localization, and regression testing on all titles. Used Python to create scripts to automate file distribution, image file format conversion, and renaming of files.