

“Demonstrated Record of Excellence in the Games Industry”

- “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.
- Experienced in effectively participating in and/or directing the efforts of teams of cross-functional professionals in aligning actions towards common project goals.
- Regarded for the unique ability to implement a highly organized, analytical, and process-oriented approach to achieve results and ensure compliance with all corporate and client standards of quality.
- Proven ability to motivate team members to accomplish project objectives in a process-oriented manner.

Relevant Professional Experience

DISNEY INTERACTIVE MEDIA GROUP / PLAYDOM, Palo Alto, CA

(2010-2014)

SENIOR QA TESTER

Fulfilled a critical role leading system testing and support functions for multiple titles for this publisher and distributor of multi-platform video games and interactive entertainment worldwide. Managed a team of 9 QA professionals engaged in the development of effective system test cases spanning all potential uses of each application. Conducted gameplay, localization, and regression testing on all titles. Presented all test summaries to interested parties, reporting critical bugs and localization errors for multiple projects.

Key Accomplishments

- Collaborated effectively with key stakeholders from Production, Design, Engineering, and Art teams; contributed additional service and expertise ideating gameplay ideas during the early concept and pre-production phases of individual titles.
- Gained invaluable expertise in all facets of the Agile development methodology, providing feedback during sprint pre-planning and engaging in daily stand-ups.
- Contributed to the development of the values and Mission Statement 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.

BERKELEY HEART LAB, Alameda, CA

(2009-2009)

BILLING SPECIALIST (CONTRACT ROLE VIA AEROTEK SCIENTIFIC LLC)

Instrumental in managing accounts receivable functions at this leading provider of proprietary cardiovascular tests sold through its specialized sales force and supported by clinical educators.

ELECTRONIC ARTS, Redwood City, CA

(2007-2009)

DEVELOPMENT TESTER

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. Leveraged expertise in Python to build scripts to automate file distribution, image file format conversion, and renaming of files.

PRIOR WORK HISTORY

Quality Assurance Tester (Sega of America), PSINAPSE TECHNOLOGY LTD, Pleasanton, CA

System Administrator, GREEN BAY REALTY GROUP INC., San Jose, CA

Customer Service Representative, BALDUR SYSTEMS CORP., Fremont, CA

Sales Representative, DIGITAL STUFF INC., San Jose, CA

Education

Major in Telecommunications Management - DeVRY UNIVERSITY, FREMONT, CA

Technical Proficiencies

Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Microsoft Outlook, JIRA, Confluence, Java, Python