

JONAH PAREDES

Quality Assurance

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Experienced and teachable maintainer in operations using software for organization and protocols that comply with department services regarding documentation, software methodology, and deployment.

SKILLS

- Experience with Confluence, Slack, Jira and Kanban. Agile philosophy experience with Scrum methodology for game dev cooperation for internal team
- Written Jira a detail overviewing while maintaining a level of quality by department standards and feedback in stages of production and delivery (and in crunch)
- Understanding in test case planning and building, acceptance criteria, and production SME communication
- Technical writing experience for organizational processes, technical documentation, protocol guidelines, and production standards that adheres department standards for testing processes
- Used component testing on military tools that helped simulation training such as taking physical devices that use military protocol system testing
- Familiar understanding with GitHub, Perforce, UI/UX, 3D Pipeline, SQL, DevOps, Python and Unreal Engine
- Experience with planned manipulation towards hardware and software for QA scripts that troubleshoot environment, character, and protocols
- Passion towards self-sufficient QA research for algorithms, methodologies, and interpersonal communication skills that maintain quality control and professional improvement

EXPERIENCE

Quality Assurance Tester - Cubic Simulation Systems Inc ————— March 2019 – January 2020

- Reported, replicated, and regressed bugs
- Maintained, submitted, and documented triaged issues
- Working with military standards and procedures to practice Agile and Scrum
- Understanding test case requirements to monitor and maintain simulation software development
- Building test cases for internal and external team with Level of Priority
- Troubleshooting skills for test cases and computational issues
- Demonstrated communication across versatile disciplines
- Document, upkeep, and tested for military requirements
- Regression testing, multi-player testing, and functionality testing for Co-Op Cases

Quality Assurance Tester – Game Soup ————— October 2018 – February 2019

- Self-managed schedule based on team needs
- Documented, tracked, and repeated defects

Game / UI tester – Full Sail University UI/UX Lab ————— June 2016 – June 2018

- Self- managed and collaborated written test cases with reviews based on lab requirements
- Documented on API through game products
- Practiced recurring NDA content testing and review

EDUCATION & PROFESSIONAL DEVELOPMENT

Bachelor of Science Degree – Full Sail University ————— Graduated June 2018

Cert Prep: Scrum Master ————— Issued Sept 2022