Tonya L. Shulkey

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Website: https://tshulkey.github.io/Personal-Website/

Career Objective

Hardworking, responsible, and enthusiastic computer science graduate passionate about gaming, game development, and impacting the video game industry. I've worked on my own game projects before as well. Eager to obtain a position for further experience and expanding my knowledge.

Education

California State University Long Beach

Bachelor of Science, Computer Science	**GPA:** 3.85	**Aug 2018 - Dec 2022**

Honors & Awards

Dean's List:	**Aug 2018 - Dec 2019**
President's List:	**Jan 2020 - May 2022**

Skills

- **Experience:** Software Engineering, Object-Oriented Design, Game Development, Unity, Machine Learning, Search Engine Technology, Algorithms and Data Structures, Linear Algebra, Calculus, Discrete Math, Communication, Teamwork, Hackathons, 3D Math, Jira, QA.
- **Volunteer Work:** Friends of Madrona Marsh and Surfrider Foundation.
- **Languages:** C, C#, C++, Java, Python, kotlin.
- **Database:** MySQL, SQLite Relational Databases, JQL
- **Web Development:** HTML, CSS, JavaScript.
- **Operating Systems:** Windows, Linux.
- **Networking:** TCP, UDP.

Work Experience

DZConneX placed at SIE
Game Test Analyst   **Jan 2023 - Present**

- Worked on and helped ship AAA title The Last of Us Part I PC and The Last of Us Part II Remastered. Currently working on a title that is under NDA as a dev QA tester.
- Tested video games by identifying and writing bugs into Jira that would disrupt a player's immersion or enjoyment of the titles, and was easily able to research and find bugs written in the database.
- Worked with a team, updated and coordinated with vendors, PD, and devs through Slack messaging.
- Updated/Created Confluence pages for future questions on the title's functionality or intentions.
- Gave feedback through play tests and written documents for devs
- Worked on dev requests and recorded performance captures.
- Worked as a red liner for the team making sure the bugs written have no grammar issues and are up to standard.
- Main Automation tester on the project. Created automation scripts, video tutorial, and written tutorials.