

# KEVIN PANICCIA

## WEB DEVELOPER

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## EMPLOYMENT

June 2021 to Oct. 2022	<b>Keywords Studios</b> · QV Analyst - EA Sports NHL · Vancouver Provided support for EA Sports NHL titles by creating test plans, interfacing with engineers, and providing feedback in order to drive quality and stability. Utilized Perforce and JIRA to assist with shelf testing and bug tracking.
Oct. 2022 to Current	<b>QA Specialist</b> - EA Frostbite · Vancouver In this role I moved towards supporting EA's in-house game engine - Frostbite. Used to power many AAA-titles such as FIFA, NHL, and Deadspace - supporting this engine meant providing comprehensive support to various domains and shareholders. I had to really amp up my proficiency with Testrail and Perforce. As a PoC for the Animation domain, I have been the pivot for both our Central QA team and the Animation team. I also created a few helpful automations during my action week.
June 2021 to Current	<b>Keywords Studios</b> · Development Support 3 · Burnaby/Remote At Keywords I assisted with the development and testing of triple-A games - primarily the EA NHL franchise. Leveraging my programming background, I was able to contribute to improving the processes and test flows for two major releases (NHL 22, NHL 23). I met with production partners on a weekly basis and coordinated with them on issues.
Oct. 2020 to Apr. 2021	<b>Sunbowl Systems</b> · Freelance Developer · Vancouver, BC At Sunbowl, I assisted clients with custom theme development and automation solutions for their Shopify web stores. I learned how to utilize the Liquid templating language and Shopify API in order to facilitate our customer's requests within a cycle sprint.
May 2020 to Aug. 2020	<b>Applause</b> · QA Tester (Contractor) At Applause I participated in integration, exploratory, and unit testing for clients such as Uber, Disney+, Netflix, and Microsoft.
Mar. 2019 to Feb. 2020	<b>St. Bernadine Mission Communications</b> · Web Developer · Vancouver, BC, Canada Writing code and completing complex web development tasks following detailed specifications. Collaborating with clients for web designs and their implementation . Testing and debugging of code base . Established a Git workflow and ensured proper version control for client code bases. SEO and Dev Ops.
Apr. 2015 to Mar. 2019	<b>TELUS Mobility</b> · Channel Care Analyst · Burnaby I support our various sales channels including but not limited to retailers, independent dealers, and corporate locations. Through coordination with business analysts, project managers, and our front line representatives I tackle business and software related issues.
Apr. 2014 to Dec. 2014	<b>AFL Global</b> · Installation and Repair Technician Installed copper and fibre-based TELUS solutions to clients. Home dispatched; worked out of both local and remote central offices

## EDUCATION

May 2018 to Aug. 2018	<b>LIGHTHOUSE LABS May 2018 to August. 2018 - Vancouver, BC</b> A full-time immersive web development program, covering topics such as JavaScript, React, Node.js, MongoDB, PostgreSQL, Ruby, Ruby on Rails, jQuery, HTML, CSS, and SASS.
2009 to 2014	<b>SIMON FRASER UNIVERSITY</b> Bachelor of Arts - Criminology (Major) Psychology (Minor)

## SKILLS

<b>LANGUAGES &amp; FRAMEWORKS</b>	JavaScript, HTML5, CSS, SASS/LESS, Ruby on Rails, NodeJS, REACT, jQuery, Bootstrap, Bulma, Foundation, PHP, WordPress, Python, Shopify/Liquid, C#
<b>SYSTEMS &amp; DATABASES</b>	Git/Github, WordPress, MongoDB, PostgreSQL, Trello, Perforce, JIRA/JaaS
<b>ADDITIONAL SKILLS</b>	Adobe Photoshop, Illustrator, Microsoft Office Suite, Google Docs, Adobe XD, Google Web Designer, Lightroom, Unity Engine

## PROJECTS

Oct. 2022 to Current	Frostbite
Jan. 2022 to Oct. 2022	NHL 23 <b>Quality sessions with production partners on a weekly cadence</b> <ul style="list-style-type: none"><li>Taking notes during session</li><li>Making note of issues and logging them</li><li>Recording video of session &amp; providing it post-session for review</li></ul> <b>Builds &amp; Versions</b> <ul style="list-style-type: none"><li>Basic perforce usage</li><li>Use visual studio to create builds</li><li>Obtain and install network builds</li><li>Understand what a changelist is and what it means</li></ul>
June 2021 to Dec. 2021	NHL 22 <b>Feature testing ownership</b> <ul style="list-style-type: none"><li>Understanding overall feature</li><li>Developing test for completion cases for the feature</li><li>Point of contact on qv team for feature functionality</li></ul> <b>Communication with QV &amp; Development teams</b> <ul style="list-style-type: none"><li>Attending meetings(QV,partner teams, development &amp; production)</li><li>Escalating risks &amp; concerns to qv leads</li><li>Using slack for qv &amp; dev communication</li></ul>
Summer 2019 to Feb. 2020	Port of Prince Rupert Website Assisted in creating completely redesigned website for a major port authority in British Columbia. TableFour Created a robust full stack application over the course of two weeks. Fully deployed with Digital Ocean. CHATTY APP Student project: A responsive real-time chat app built with React, WebSockets, Node.js, and Express.