



# Zach Agostine

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## Proficiencies

	HTML CSS JavaScript Python SQL
	Unreal Engine Unity Git MySQL
	Jira Test Cases Documentation Hardware Automation

## Aspirations

I am a visionary who can transform wild ideas into reality and eliminate problems before they occur. I love innovation and always develop solutions with the end-user in mind.

## Education

Bachelor of Science in Marketing  
from Champlain College, Stiller  
School of Business

- 3.51 GPA
- Robert P. Stiller Award for academic Excellence

## Experience

**Epic Games**  
**QA // Paragon**  
**Apr. 2016 – Present**

- Report and verify issues on new versions of the game.
- Coordinate daily playtests and troubleshoot user issues.
- Document key information, such as unique hero interactions and best testing practices.

**Vicarious Visions**  
**Integrated QA // Skylanders: Superchargers**  
**Feb. – Dec. 2015**

- Completed comprehensive sweeps, bug tracking, bug routing and performance capture for the levels team.
- Improved level testing by identifying critical testing areas.
- Improved tester performance through one-to-one coaching.

**Ubisoft Shanghai**  
**Production Coordinator // Bot Squad: Puzzle Battles iOS**  
**May 2014 – Aug. 2014**

- Coordinated with many on-site development teams and support staff to meet project goals.
- Optimized communication between teams in Shanghai, Chengdu and Paris.
- Helped avoid production blockers by closely monitoring UI development and micro-transaction updates.
- Developed a release strategy based on market research and current trends in the app market.

**Minority Media Inc.**  
**Marketing Coordinator Intern // Papo & Yo for PC**  
**Jan. – May 2013**

- Develop a marketing plan for the game's PC launch.
- Launch Minority's merchandise store.
- Coordinate with digital retail services and deliver promotional materials.
- Schedule playtests and recruit external testers.