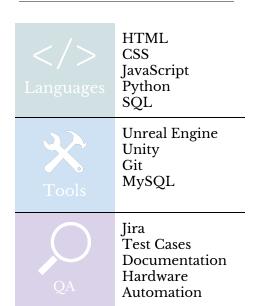


Zach Agostine

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Proficiencies



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.