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Aspirations

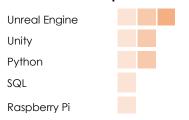
I am a visionary who can transform wild ideas into reality and eliminate problems before they occur. I love innovation and always develop solutions with the end-user in mind. My goal is to become a producer and use my leadership style to redefine the role.

Proficiencies

Testing



Software Development



General



Zachary J. Agostine

QA // Software Development

EXPERIENCE

Epic Games

QA // Paragon Apr. 2016 – Present

- Report and verify critical 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 Support // 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

- Developed a marketing plan for the game's PC launch
- Worked with the marketing and art teams to launch Minority's merchandise store
- Coordinated with digital retail services and delivered promotional materials

Education

Bachelor of Science in **Marketing** with a specialization in **Game Production** from **Champlain College**, Stiller School of Business

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