



Zach Agostine

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Proficiencies

	HTML CSS JavaScript Python SQL
	Unreal Engine Unity Git Perforce Android Studio
	Jira Microsoft TFS Automation Hardware Leadership

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

Fujifilm Medical Systems
Jr. Test Engineer // Synapse
May. 2017 – Present

- Document and resolve issues on new software versions.
- Discover critical issues through collaboration with multiple teams in a lab environment.
- Write and execute automation scripts.

Epic Games
QA Tester // Paragon
Apr. 2016 – Apr. 2017

- 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 Tester // Skylanders: Superchargers
Feb. 2015 – 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.