

# Christian Glorioso

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## Experience

I have worked in the games industry for approximately 5 years. I began in the industry as a Quality Assurance Tester, and have transitioned into the role of Quality & Tools Engineering. I've worked on a variety of platforms in a variety of languages.

## Skills

- Object Oriented Programming
- Troubleshooting/Supporting software
- Problem solving/Debugging program code
- Source Control Administration
- Designing/Implementing/Maintaining Software Systems
- Organizing/Prioritizing Tasks
- Agile Development

## Software

- **C++:** I have been programming in C++ for more than 5 years. The past 2 years have been in the gaming industry writing code for systems including Automation, Pipelines and Build systems.
- **C#:** I have been using C# for more than 5 years for creating quick standalone applications and tools.
- **Python:** This is my preferred scripting language since it is easily portable between whatever OS you chose to use.
- **Databases:** For the past 3 years I have been using relational databases and in the last year I have gotten comfortable administering SQL servers for all my database needs.
- **Groovy:** Have used in conjunction with Jenkins Continuous Integration system for the past 2 years.
- **JavaScript:** Mainly used within ASP.Net web projects.
- **RESTful:** Familiar using and creating REST interfaces for services.
- **Linux:** Occasionally there has been a need to run certain processes on a Linux system as opposed to a Windows system. I'm a believer in a bash-first mentality.

## Tools

- Continuous Integration: Jenkins
- Source Control: Perforce, Git
- Bug Tracker: JIRA, DevTrack/DevTest,
- IDEs: Visual Studio, XCode

## Hardware

- Microsoft Xbox One, Sony PlayStation 4
- Nintendo GameCube, Nintendo Wii
- iOS, Android

## Work History

### Potenza Innovations

*Software QA Engineer*

*Lafayette, LA, USA*

*Jun 2018 – Present*

### Electronic Arts: Redwood Shores

*Software Engineer in Test*

*Redwood City, CA, USA*

*Jan 2017 – Jun 2018*

### Electronic Arts: Baton Rouge

*Software Engineer in Test*

*Baton Rouge, LA, USA*

*Sep 2015 – Jan 2017*

*Senior QA*

*Baton Rouge, LA, USA*

*Sep 2014 – Sep 2015*



*QA (contracted)*

*Baton Rouge, LA, USA*

*Apr 2014 – Sep 2014*