MICHAEL OMBAO

Quality Assurance / Designer Hybrid

Santa Clarita, CA
(310) 500 5213
mombao84@gmail.com

GREETINGS RESPAWN,

With strong interest in the Star Wars universe as a highly skilled, detail-oriented industry vet with a decade of experience in Design / QA, I am confident in my capacity to excel as a Sr Quality Analyst at Respawn Entertainment. As a Star Wars advocate, I have spent countless hours in its grasp -- watching, reading, and living it through the myriad of its game iterations. My childhood is filled with blissful memories of the universe and I am passionate about bringing the same experience to a new generation, helping propel the partnership between Respawn/EA and LucasArts by creating an amazing product.

With the tenet of 'Maker and Breaker' throughout my career and managing both QA and Design teams, I lead others to do the same, advocating thoroughness in creating systems by breaking down the individual components that make them tick, seeking constant improvement, whether it be game development processes, game design, or team cohesion.

Please consider the following from my career:

- Familiarity with Electronic Arts and CDS, having worked as both Design and Sr QA for 5+ yrs.

- Helped drive QA initiatives and mentored new hires at EA, certifying understanding of procedures to effectively integrate team members into the process.

- Advanced through QA swiftly by learning to excel in completing/creating plans for compliance, functionality, clean-room, compatibility, localization, regression, ad-hoc, load, tree and play testing. Definitely NOT a stranger to overtime.

- Served as Maps/Missions QA Lead, successfully championing player-centric ideals in full coverage test plans, difficulty feedback, campaign playthroughs and map assessments.

- For 5+ years as Sr Designer / Designer with direct tutelage of Jon Van Caneghem, creator of Might and Magic and genre-defining pioneer since PC game industry has existed.

- In hiring a Design team, with the belief that QA competencies help facilitate important and reliable Design practices, I was effective in employing individuals with QA pedigree.

- Participated in QA recruitment during R&D and pre-pro, focused on small size to support an ambitiously scoped, content-heavy game. Mentored a member through Design transition.

- In leading a Design team, continued applying QA competencies, creating thorough white-box testing procedures before check-in and facilitated authoring in-depth test basis docs.

- Grew as department expert for ad-hoc testing. Management requested assistance in documenting steps, creating test plans, and automation viability based on my combinatorial test methods during ad-hoc. Presented methods to fellow testers.

Quality assurance principles and practices have guided my values as a Designer, ensuring meticulous detail in documentation and implementation. In turn, my work as a Designer has secured deep insight into the relationship, expectations, and processes for all other departments. In leading both disciplines through R&D to ship/live-service, I will help execute on Star Wars and continue the successful march of Respawn Entertainment.

Sincerely,
Michael Ombao

MICHAEL OMBAO

Quality Assurance / Designer Hybrid

Santa Clarita, CA
(310) 500 5213
mombao84@gmail.com

OBJECTIVE

To deliver memorable, polished and enduring games with high production values at Respawn Entertainment

SUMMARY

- 10+ yrs game industry exp, passion for games
- Strong Sr QA / Design hybrid background
- Shipped multiple platforms – Mobile, PC, Console
- Detail-oriented, resilient / creative problem solver
- Well-versed with entire Software Development Life Cycle and Agile / SCRUM methodologies
- Fostered QA-Design dept rapport at each company
- Capable R&D prototyper, push for unique concepts
- Experience working in multiple engines / languages
- Well-rounded, works well with all departments

TECH SKILLS

DevTrack
JIRA
FRAPS
Perforce
Confluence
FrostEd (Frosbite 2 & 3)
C# Scripting
Worldbuilder / Tiled
Unity / Unreal
Adobe Photoshop
Adobe Premiere Pro
GIMP/Paint.net
Office Suite
Google Suite
Git/Github
SmartGit / Kraken
Node JS / NPM
MongoDB

HONORS

EA Excellence Award
2013
Led prototyping game modes and creation of headliner: 'Onslaught'

EA Excellence Award
2012
Significantly exceeded Assistant Designer role for duration of project

EA Excellence Award
2010
Work mastery during concurrent roles as QA Maps/Mission Lead and Assistant Designer

PROFESSIONAL EXPERIENCE

Senior Designer @ VC Mobile Entertainment
Creature Quest (iOS/Android)
Apr 14 – Nov 17

☑ First Designer on team. Created test basis and implemented combat, AI, loot, game modes, summoning, social / guilds, monetization and events. Strong proponent for design to perform extensive white-box testing for dev tools and during feature / content implementation.

☑ Helped recruit QA team during R&D and pre-production, focused on small size to support an ambitiously scoped, content-heavy game.

☑ Before feature completion, worked closely with QA for coverage, test plans and sustaining a process to find defects before check-in.

☑ Created procedures for soliciting/incorporating qualitative and quantitative QA feedback while creating 600+ unique Creatures (stats, evolutions, specials, awakenings, combos) and 30+ Maps (story branches, enemies / bosses, loot reveals on thousands of tiles.)

☑ Oversee schedule and review work of designers while working with CEO and EP to distill ideas into implementable items for other depts.

☑ Became known as 'maker-and-breaker' of games. During milestones and off-site work, helped QA dept perform exploratory, use case, and checklist-based testing while simulating black-box experience.

Designer, Assistant Designer @ Electronic Arts
Command and Conquer: Generals 2 (PC)
Mar 10 – Oct 13

☑ Helped with component, integration, and system testing as tools came online to convert the Frostbite Engine from FPS to client-server RTS.

☑ Created test basis and implemented multiple missions, X-Level, modular MP maps, and game modes featured at E3 / Gamescom.

☑ Mentored junior designers. First responder to safely / quickly implement features during crunch, trusted for diligence by QA and dev team.

☑ Assisted in creation of test basis for units & structures, balance,

EDUCATION

University of California, Los Angeles
June 2007
Labor & Workplace Studies / Sociology

Focus on project and people management, game-development labor research and social system virality

REFERENCES

Jason Savopolos
Sr. Project Manager
Jason.Savop@gmail.com
714-381-9557

Bryan Farina
Executive Producer
Bryannwc@aol.com
650-288-8699

Jon Van Caneghem
Founder / CEO
jvc2dvc@aol.com
310-210-2595

SW GAMES PLAYED

Jedi Knight Series
KOTOR Series + MMO
Force Unleashed Series
Rogue Squadron Series
Battlefront Series -
(Pandemic + Dice)
Republic Commando
Episode I: Racer
Empire At War
Galaxies + Expansions
Battlefront Series
Galaxy of Heroes
X-Wing
Lego
Episode III
Lightsaber Duels

☑ Traveled as the Design/QA rep on extensive European marketing tour. Fielded interviews while finding, reporting and deploying bug fixes during live demos and juggling a multitude of time-zone challenges.

Assistant Designer, QA Maps & Missions Lead @ Electronic Arts
Command and Conquer 4: Tiberian Twilight (PC, Consoles)
May 09 – Mar 10

☑ Created detailed test plans for entirety of Maps / Missions features.

☑ Helped manage a team of internal and outsourced testers, with a database of 14000+ bugs.

☑ Implemented the majority of shipped MP maps and provided scripting support, both as QA and Designer, for campaign missions.

☑ Founded and led internal and external playtests for feedback on core system functionality and campaign missions.

☑ Managed feature risk and technological challenges, while hurdling project issues stemming from scope drift and fluctuating personnel.

Sr QA Tester - Embedded @ Electronic Arts
C&C Red Alert 3: Uprising, Commander's Challenge (PC, Consoles)
Oct 08 – May 09

☑ Spearheaded QA feedback process for 50 unique missions. Helped designers with scripting and modifying maps in Worldbuilder.

☑ Created content for official game site – highlighting mission scripting, overviews, strategies, and speed-running techniques.

☑ Participated in rotation-based QA system, testing all aspects of the game – shell, UI, matchmaking, missions, audio, etc.

☑ Grew as dept expert for ad-hoc testing, based on combinatorial methods. Created guides incorporated into test plans / automation.

QA Tester - Embedded @ Electronic Arts
C&C Red Alert 3, C&C 3: Kane's Wrath (PC, Consoles)
Mar 08 – Oct 08

☑ Submitted over 1500+ bugs in database, recognized as top performing tester for entirety of Red Alert 3 project.

☑ Among others testing types, regularly performed compliance, functionality, clean-room, ad-hoc, compatibility, localization, regression, load, tree and play testing.

☑ Core influential member of the Balance Team, playtesting heavily while using quantitative / qualitative analysis to raise balance issues.

☑ Became main QA link to devs for balance, gameplay and missions.