

# Clement Sero

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## Objective

To work with a developer that shares the same passion that I have for video games.

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## Skills

- Microsoft Beta Certification (Xbox/Win10).
- Experienced with the use of JIRA and Testrail.
- Creation of basic automation scripts for testing tedious tasks.
- Writing test cases around feature functionality.
- Functionality and hardware testing.
- Bug writing/tracking and regression.
- Use of Microsoft Office/Excel.
- Fluent in French.

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## Education

### **San Mateo High School**

**2009 – 2013**

- Graduated with a GPA of 3.5, Class of 2013.

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## Relevant Work Experience

### **QA Analyst II**

**September 17th 2018 – Current**

PRO Unlimited at Electronic Arts (EA)/Maxis

- Part of the LKG Smoke testing team, primarily daily build testing for stability and base functionality.
- Feature ownership across multiple DLCs.
- Created a reporting process to upstream QA concerns and general risk assessment to the production team.
- Shipped Project: Sims 4 Fame Expansion Pack.

### **QA Analyst**

**June 8th 2017 – June 8th 2018**

PRO Unlimited at Electronic Arts (EA)/Maxis

- Part of the LKG Smoke testing team, primarily daily build testing for stability and base functionality.
- Feature ownership across multiple DLCs (Cats & Dogs, Laundry Day, Jungle Exploration and Seasons).
- Writing functionality checklists, overseeing testing charters and discussing bug prioritization with production.
- Shipped Projects: Sims 4 Fitness Stuff Pack, Sims 4 Toddler Stuff Pack, Sims 4 Cats and Dogs Expansion Pack, Sims 4 Laundry Day Stuff Pack, Sims 4 Jungle Exploration Game Pack.

### **QA Tester**

**July 6th 2016 – February 2nd 2017**

Perfect World Entertainment

- Performed a massive bug regression to clean up 2+ years of bug backlog on JIRA.
- Performed Microsoft Beta Certification passes on Gigantic.
- Localized and helped launch the Swordsman Lone Wanderer Expansion.
- Upon major content changes performed tests using ranging computer specs to ensure no rendering issues were present with a range of GPUs.
- Started as a temporary contract set to end in December for Gigantic and was converted to a full-time employee within 2 months (August 26th) to help on other projects.
- Shipped Projects: Gigantic and Sworsdman: The Lone Wanderer expansion.

*References available upon request.*