

Contact

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Top Skills

Objective-C

User Interface Design

iOS development

Jimmy Sok

Senior Quality Assurance Analyst at Electronic Arts (EA)
San Jose, California

Summary

About me:

I am a computer programmer that is seeking an opportunity to work in the gaming industry. I have always loved playing games. I mean who doesn't? Ever since I was young, I always wanted to be able to work on a game that countless people would enjoy.

Programming Experience

Java is the first language that I have learned. Most of my experiences with this language come from school assignments and projects. One in particular was creating a simple turn based strategy game.

My C programming experience is similar to my experiences from Java. Most of my experience is from the classes that I have taken at school and making simple C programs in order to grasp the language.

My experience with Objective C started from my first internship at Intertrust. My job was to test and implement the company's SDK into open source projects to see if it was compatible with all kinds of applications. After the company's application was shipped I worked at a starter up company called MakeGamesWithUs. There I made an endless scrolling iPhone game called Beggar's Quest that is still under development.

Game Development

The game I developed in my last internship is called Beggar's Quest. Although it is still in development, it is an endless scrolling fighting game that I created with the company during my time there in the summer. The game's logic and engine are completed and what is left is the art and animations.

I am currently enrolled in a course learning how to design game engines. My experience in this course has been with animations of sprites and creating a 2D game world.

I am plan to utilize the knowledge I have gained from my courses and internships in order to create a game that countless people will enjoy.

Looking for a Programmer or Tester?

Contact me: jsok318@gmail.com

Experience

Electronic Arts (EA)

Senior Quality Assurance Analyst

September 2018 - Present

- Lead tester for the Sims 4 Team Tools team and gathered reports and feedback from the Sims 4 Development Team to improve the quality of the tools
- Created tests for completion for multiple player facing features for the Sims 4 Team
- Managed and assisted in the execution of test cases with off-site testers
- Provided training and support to off-site testers to enhance their knowledge of the game and systems
- Created a new testing process for a marketing feature implemented with in the game
- Documented testing process for the team and provided training to improve team's knowledge of the new marketing feature
- Helped the LiveOps team's transition from DevTrack to JIRA and worked closely with the team to create a JIRA Flow for the team's needs
- Documented bugs and test cases in a JIRA Agile environment
- Worked closely with product, design, animation, and engineering teams to help define the quality of the feature
- Assisted the team in debugging and replicating issues in order to improve the game's quality
- Documented and assisted in creating improvements in testing processes for the team

PRO Unlimited

QA Analyst for Electronic Arts

July 2017 - September 2018 (1 year 3 months)

- Created tests for completion for multiple player facing features and back end systems

- Managed and assisted in the execution of test cases with off-site testers
- Communicated and managed triaging issues with third party teams
- Documented bugs and test cases in a JIRA Agile environment
- Worked closely with product, design, animation, and engineering teams to help define the quality of the feature and create specific test cases to ensure quality of the product
- Lead tester for the game's In-App messaging system and Limited Time Offers displayed to the players
- Assisted the team in debugging and replicating issues in order to improve the game's quality
- Provided assistance in debugging critical live issues reported by the players
- Documented and assisted in creating improvements in testing processes for the team

Wells Fargo

Software Engineer (Diversant Contractor)

September 2016 - March 2017 (7 months)

San Francisco Bay Area

- Lead developer responsible for converting Wells Fargo's factory framework to Spring framework (Included set online emails, list transactions, get account, and other critical services).
- Performed code reviews to ensure system quality assurance for multiple members of the APS team.
- Tasked with clean up and conversions of previously used flags for testing performance of services.
- Completed removal and decommissioning of legacy applications & tools including Trust Direct Retirement and Trust Direct Customer.
- Created XML requests for testing responses of multiple services that were converted into Spring Framework.
- Assisted in the development and execution of test plans and test scripts for various applications and tools.

MakeGamesWithUs

Game Developer Intern

June 2013 - August 2013 (3 months)

- Responsible for game design, development, and lore of an original iOS mobile game titled Beggar's Quest beginning with the very first prototype all the way up until release.
- Created intuitive, custom UI controls and interfaces to ensure a simple and great user experience for players.

- Created all in game characters, enemies, bosses, and obstacles each with unique challenges, abilities, and designs to provide players both a challenging and enjoyable user experience.
- Ensured quality and reusable code for future interns providing them a template that can be utilized for future games.

InterTrust

Intern

January 2013 - April 2013 (4 months)

Sunnyvale

- Integrated the company's iOS SDK into multiple open source projects
- Assisted troubleshooting and resolving integration issues pertaining to the SDK for open source projects.
- Improved Q&A Processes by modifying the company's testing application to appropriately test if the program receives the necessary notifications.
- Created UI for testing application to display notifications that were received along with all details surrounding the notification to provide better visibility for end user.

Education

San Jose State University

Bachelor of Science (BS), Computer Science · (2011 - 2015)