



Amber Leigh

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NBA Live Mobile | June 2017 - Present

SEASON 4



- Responsible for reconciling the design and creative needs during campaign map pre-production, management, and creation process

- Delivered best in class experiences through both individual and collaborative efforts

- Have successfully carried out our onboarding process and trained multiple team members to facilitate more creative content creation

SEASON 3



- EA *Sharkies* 2018 Nominee for 'Outstanding Achievement in Design' & Lead Designer on the Halloween 2018 campaign

- Daily collaboration with colleagues across different disciplines & studios to create new innovative content

SEASON 2



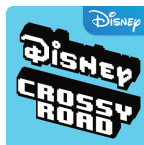
- Live Operations production involving daily game maintenance using in-house tools & processes

- In charge of organizing & developing global localization efforts

- Generating JAAS tasks & destruction of DevTrack bugs

Disney Crossy Road | Aug 2016 - June 2017

QA TESTER



- Generated daily tasks for outsource teams & maintained JIRA
- Primary tester for Disney Crossy Road across all mobile SKUS
- Generated clear, concise, & reproducible bug reports for dev teams

Various Marvel Games Titles | June 2015 - Dec 2015

PRODUCTION INTERN



- Assisted the production team, performed QA testing, worked with asset approvals & clearances on the publisher side
- Collaborated with the Marvel Games creative and production teams to brainstorm ideas on integrating Marvel IP into video game content

BONUS XP

PROFICIENCY

