

# Chris Maka

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## Overview:

- Veteran QA professional with experience in games, social media, and productivity applications, for desktop and mobile.
- Experience in multiple software development roles: game design, project management, product development, systems design, UX design, quality assurance, content creation, and business strategy.
- Art school training and professional experience using graphic software, especially Adobe Photoshop, Illustrator, and InDesign.

## Experience:

### Quality Analyst II

Red Crow – Electronic Arts, Austin, TX

2018-present  
www.ea.com

- Analyst responsible for testing engineering work for completion.
- Tester engaged in ad hoc testing and bug regressions.
- Analyst writing TFCs and managing test plans and TestRail.

### Product Development Manager

Booxie, LLC, Los Angeles, CA (telecommuted from Austin, TX)

2015-2017  
www.booxie.com

*Booxie created and operates Booxie, a social media app for iOS that enables people to create digital books using text, pictures, videos, and graphics, and then share them with people for discussion with people socially. People can also order high-quality printed copies of Booxies.*

- Producer overseeing the development, launch, and post-launch improvement of Booxie. Initial QA Manager responsible for writing test plans and managing remote QA engineers.
- Manager in charge of hiring and directing American-side production team. Manager of Indian development team.
- Supplemental feature and UX designer.

### Lead Game Designer/Development Manager

York-Zimmerman, Inc., Washington DC (telecommuted from Austin, TX) www.peoplepowergame.com

2008-2015

*York-Zimmerman, Inc. is a documentary film company based in Washington DC that has produced a number of multimedia projects for the ICNC (International Center for Nonviolent Conflict).*

*"People Power" is a turn-based nonviolent strategy game intended to demonstrate techniques for effective socio-political change without resorting to violence. It has been used by over a half-dozen universities as part of their social science class curriculum.*

- Lead designer on "People Power," responsible for designing gameplay and UX.
- Producer overseeing the hiring and management of associate producer and quality assurance staff, and managing overall development schedule.

### Lead Game Designer and Development Coordinator

Critical Mass Interactive, Inc., Austin, TX

2007-2008

*Critical Mass was an Austin-based studio that provided experienced, professional support to other game development companies in the areas of production, design, art, sound, and programming.*

- Project coordinator and lead designer on several contract entertainment and serious games projects (education and training games), including DARPA military training.

- Pitch developer helping clients build effective funding pitch decks for serious games projects.

### **Director of Business Development**

Steve Jackson Games, Austin, TX

2004-2006

www.sjgames.com

*Steve Jackson Games has been a major developer of tabletop games for forty years, and is the maker of the hit boardgame series, "Munchkin."*

- Business development director creating licensing opportunities with video game publishers, development studios, and Hollywood producers.
- Producer overseeing development of digital tools for tabletop games.
- Designer writing game proposals and design treatments for potential digital games projects.

### **QA Tester**

NCsoft Corp., Austin, TX

2003-2004

us.ncsoft.com

*NCsoft, Corp. is the world's leading developer of massively-multiplayer online games.*

- QA tester on *City of Heroes*, *Lineage II*, *Auto Assault*, *Guild Wars*, and *Tabula Rasa*.
- Extensive experience testing and using the 3D world building, animation, and particle tools for *Tabula Rasa*.

### **Graphic Designer/Project Coordinator**

Peak Business Media, Englewood, CO

2001-2002

*Peak Business Media was a small printing, graphic design, and website development company.*

- Graphic designer and content writer for print, multimedia, and web-based projects.
- Project coordinator working with customers to use multiple media platforms to address strategic business needs and manage their development schedules.
- Made sales cold calls and landed new accounts.

### **Online Services Director**

State Bar of Texas, Professional Development Program, Austin, TX

1993-1998

www.texasbarcle.com

*The State Bar of Texas is one of America's largest and most innovative providers of continuing legal education.*

- Project manager overseeing the development, testing, and implementation of online and classroom-based technology projects for continuing legal education.
- Content creator writing articles and documentation for online services, the *Texas Bar Journal*, and various continuing legal education seminar course books.
- Project manager in charge of the development of the State Bar of Texas' first online services on CompuServe and then on the world wide web.

## **Knowledge, Education, and Activities:**

**Texas State University**, San Marcos, TX

B.A., Honors Program in English and Anthropology, 1993

**Rocky Mountain College of Art and Design**, Denver, CO

54 credit hours in Illustration and Design, 2000-2001.

### **Operating systems and tools:**

JIRA, Confluence, Perforce, Jenkins

Linux, Unix, Mac OS X, Microsoft Windows 95/98/NT/XP/7/10

Adobe Photoshop, Illustrator, InDesign, Acrobat Pro, Dreamweaver; QuarkXPress

Microsoft Word, Excel, PowerPoint, Access, Outlook

HTML, XML