**Anthony Florez (512) 962 7588 anthony.j.florez@gmail.com**

***Professional Experience:***

Everi Holdings Inc.

***QA Analyst II*,** *October, 2015 to Present*

* Responsible for entire testing process from initial submission to QA through approval
* Directs contract testers and provides mentoring support through testing process
* Responsible for preparing documentation and materials for submission and resubmission when necessary
* Manages development processes for anywhere from 6 to 14 games simultaneously
* Maintains communication with management, development, artists, and Math QA regarding status and phases of each game

Electronic Arts- Austin, TX

***QA Tester II/Embedded QA,*** *June, 2015 to October, 2015*

* Directly supports engineers and developers in implementing and evaluating code fixes
* Provides qualitative feedback regarding tuning and gameplay mechanics
* Designs documentation for accurately recording and analyzing test cases

Electronic Arts- Baton Rouge, LA

***QA Team Lead,*** *June, 2014 to April, 2015*

* Lead Tester responsible for the organization, training and daily operation of a team of no less than 12 Full Time contract testers
* Designs and implements Ad Hoc and Checklist assignments in all areas of Title, including Online Testing
* Database Manager accountable for approving issues and locating duplicate, as designed, and other chaff
* Responsible for weekly evaluation of contract tester performance with relation to bug count and team contribution
* Provides experience and tacit knowledge to project direction, head count, man hours and general Project Management skills to Leadership
* Versatile in Microsoft Excel and Word for creating performance tracking, data tables, and daily verification reports

Certain Affinity- Austin, TX

***Assistant QA Lead,*** *May, 2011 to May, 2013*

* Assistant QA Lead focusing on Qualitative design and Functional testing with Certain Affinity for the last 2 years managing a team of six testers
* Assisted in interviewing, hiring and training new testers
* Responsible for designing test plans and implementing Qualitative and Functional testing on multiple Game Mode variants for Halo 4, including CTF, King of the Hill, Extraction, Dominion, and Oddball
* Collected and organized feedback through daily playtests involving up to 16 Artists, Designers and Producers culminating in regular reports and meetings with leads in Art and Design
* Utilized Design tools to place gameplay elements (Initial Spawns, respawns, spawning influencers, game objectives, weapons, etc.) in the maps for the maps Breakneck and Solitary in Halo: Anniversary.
* Created Forge paper map variants to test features and created multiplayer map variants using the Forge editor in Halo 4

2K Games – Los Angeles, CA

***Quality Assurance Tester*** *June, 2007 to August, 2010*

* Organized and implemented extensive online testing with up to 10 additional testers
* Used NEWT and NEST software to reproduce real world network conditions
* Performed regular bug regression and reproduction
* Thorough experience testing Xbox 360, Playstation 2, Playstation 3, Playstation PSP, Nintendo Wii, PC
* Directed and assisted in the training of new employees
* Worked on the following titles: Bioshock 2, Borderlands, MLB2K8, MLB2K9, MLB2K10, NBA2K9, NBA2K10, NBA2K11, MLB Front Office Manager, The Darkness, Civilization Revolution, Top Spin 3, Spec Ops: The Line