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| * *660 Orange St.* | * *Daly City, CA. 94014* | * *650.291.9348* | * *flores.george.m@gmail.com* |
| George M. Flores | | | |

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| Qualifications | |  | | | | | |
| * Extensive Quality Assurance experience in gaming. * Takes initiative to support and assist colleagues to improve teamwork and overall productivity. * Committed to quality and to the follow-through of a project. | | | | * Strong written and verbal communication skills. * Meticulous * Adept in learning new concepts. * Able to work independently and within teams. * Second Language - Spanish | | |
| Work Experience | |  | | | | | |
| ***TekSystems*** | | | | | *Redwood City, CA.* | |
| ***2016 - Present*** | | | **QA Analyst II – Online Test Group** | | | |
| * Performing user scenario analysis and documentation for various EA titles in development. * Data collection and compiling for multiple parties to analyze. * Coordinating log capture and user experience testing schedules across multiple team. * Attended weekly Internal and External meetings to review current project status. * Assisted in training new hires to become familiar with tools and on how to approach various situations while performing tasks. * Developed new process for future knowledge retention. * Developed documentation and Knowledge for mobile data collection using Android studio and Charles Proxy. * Performed hands-on testing. | | | | | | |
| ***Pro-Unlimited*** | | | | | *Redwood City, CA.* | |
| **2012 – 2015** | | | **QA Analyst I – Online Test Group** | | | |
| * Performed user scenario analysis and documentation for various EA titles in development. * Coordinated log capturing efforts on Gen3 and Gen 4 platforms between System Test Engineers and the Online Test Group. * Compiled reports to inform the engineering team of any new developments in log capturing and user scenarios. * Attended weekly Sync meetings to review current project status. * Developed documentation Gen 4 documentation for Team use. * Traveled to EA Canada to share and grow knowledge for central team. * Have performed general and regression testing. * Have executed network testing on various Electronic Arts products. | | | | | | |
| ***Electronic Arts*** | | | | | *Redwood City, CA.* | |
| **2007 – 2011** | | **Senior Software Tester** | | | | |
| * Assisted with issues presented by external QA teams. * Tested and provided oversight of development tool changes for producers and artists to ensure proper functionality. * Initiated, organized, and conducted presentations to team members on descriptions and functionality of product to enhance understanding of the connection between the task of testers, tools used, changes implemented, and end result. * Performed general testing and regression testing. * Attended bi-weekly meetings on progress of project from all departments of development. * Tested foreign language versions of a title for inconsistencies and text errors. | | | | | | |
| Other Experience | |  | | | | | |
| ***Hwa Rang Kwan Martial Arts*** | | | | | *San Carlos, CA.* | |
| **2011-2015** | | **Lead Taekwondo Instructor** | | | | |
| * Provided taekwondo instruction for adults and children * Created and maintained student database to track clientele. * Performed various administrative tasks for school programs. * Currently still volunteer and teach children classes during weekends. | | | | | | |
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| Technical Skills | |  | | | | | |
| * Windows OS * PS4 Development Software * Xbox One Development Software * Microsoft Office Suite | | | | * Adobe Photoshop * HTML5 and CSS3 * Android Studio SDK * Charles Proxy | | |
| Education | |  | | | | | |
| *Art Institute of California San Francisco* | | | | *San Francisco, CA.* | | *2006* |
| *Media Arts and Animation* | | | | | | |
| * *Bachelor’s Degree in Computer Science* | | | | | | |
| References available upon request. | | | | | | | |