Joseph John Greer

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| Professional Profile | |
| * Have many years of experience as both a QA Lead and Dev QA Tech * Excellent writing skills * Proficient with computers (Windows and MAC) * Proficient with **Dev Track**, **Jira**, **Confluence**, **Test Track Pro** as well as **Bugzilla** * Punctual and reliable * Willing to work flexible hours as well as all available overtime * Have progress management experience and have tracked multiple titles from Prototype Phase to Post Production | * Thrive in QA work environment * Can type 60 WPM * Have experience with file management programs such as **Build Forge**, **Jenkins**, **Aspera** and **FileZilla** * Created and monitored the progress of detailed test plans based off design documents * Technically oriented * Self motivated and stay on task * Excellent team player |
| Professional Experience | |
| Electronic Arts, Redwood City, CA.  ***07/13-current***  Achievements:   * Earned the role of LKG lead * Was trusted to ensure that various features were on track and ultimately implemented correctly * Worked on the Sims 4 from before base game shipped until present (26 packs later)   Responsibilities as an LKG lead (QA Tech work title):   * Lead the effort in ensuring every critical aspect of the build is functioning according to strict guidelines * Lead the effort in ensuring every tool used by the dev team functions at a basic level * Monitor Jenkins and alert CM directly if there are any build issues * Kick off and monitor various scripted automated tests * Have direct input regarding the approach QA takes when smoking builds   Responsibilities as a feature owner (QA Tech work title):   * Owned various gameplay features where I attended both design and implementation review meetings with the feature’s designer, producer, artist and engineers * Wrote intricate TFC documents (test cases) based directly off design documents along with information gathered in design review meetings * Created and monitored charters in Jira with directed testing requests for core QA   Capcom, San Mateo, CA.  ***07/10-07/13***  Achievements:   * Earned promotion from QA tech to Senior QA tech and was later moved to the Progress Management team. * Worked on the following titles as a QA tech; DMC, Street Fighter 3: Third Strike: Online Edition, Strider, Moto GP, Duck Tales: Remastered, Dead Rising 2 and Remember Me   Responsibilities as a member of the Progress Management team   * Create and fill out milestone checklists using Excel. * Get hands on and track the game’s progress throughout the various stages of development. * Delegate tasks among my team in the form of a daily assignment.   Responsibilities as a senior QA tech:   * Conduct detailed compliance smoke checks for the X360, Vita and PS3 Platforms when titles approach Beta. * Create test schedules. * Complete intricate test plans. * Find bugs on unfinished game titles and report my findings to the game’s Developers and Programmers.   Responsibilities as a QA Tech:   * Find bugs on unfinished game titles and report my findings to the game’s Developers and Programmers. * Write reviews for titles that are in their earliest stages and give my feedback to the game’s Developers and Programmers. * Complete intricate test plans.   Crystal Dynamics, Redwood City, CA.  ***11/24/06-7/20/09***  Achievements:   * Earned promotion to QA Lead and lead Tomb Raider: Underworld(PC) from Alpha to Completion(including multiple PAL versions). * Worked on the following titles as a QA tech; Tomb Raider: Anniversary(PS2/WII/PSP/PC), Tomb Raider: Underworld(XBOX 360/PS3/WII/PC) and Batman Arkham Asylum(XBOX 360).   Responsibilities as a QA Lead:   * Create both daily bug reports as well as detailed weekly bug reports via Test Track: Pro. * Download/Upload builds twice a week using Aspera. * Delegate tasks among my team in the form of a daily assignment. * Ensure that my team is on task. * Complete Alpha and Beta checklists as the game progresses towards completion. * Create intricate test plans using Excel. * Participate in weekly conference calls to ensure all concerns and requests regarding Tomb Raider: Underworld: PC are addressed.   Responsibilities as a QA Tech:   * Find bugs on unfinished game titles and report my findings to the game’s Developers and Programmers. * Write reviews for titles that are in their earliest stages and give my feedback to the game’s Developers and Programmers. * Complete intricate test plans. | |
| Eidos Interactive, San Francisco, CA.  ***12/05-5/06***  Publishing QA Tech  Achievements:   * Worked on JustCause(XBOX/PS2/PC), and Hitman: Blood Money(PS2/XBOX/PC)   Responsibilities:   * Find bugs on unfinished game titles and report my findings to the game’s Developers and Programmers. * Write reviews for titles that are in their earliest stages and give my feedback to the game’s Developers and Programmers. * Complete intricate test plans. * Was a “play through” tester whose responsibility was to complete the title and verify that the title was free of severe flaws. | |
| Crystal Dynamics, Menlo Park, CA.  ***9/02-12/05***  QA Tech  Achievements:   * Won Award for most bugs found in on a project(Soul Reaver: Defiance) * Won Award for most bugs found in one month(Tomb Raider: Legend) * Was on the core Tomb Raider: Legend QA team while the title was in its early stages of development. * Got a raise as well as a permanent position due to my performance as a QA tech. * Found and consistently reproduced a very severe/evasive bug just before Tomb Raider: Legend shipped for PS2. * Have a tendency to find bugs that required great creativity to figure out and reproduce consistently. * I have worked on a wide variety of game titles which include the following; Legacy of Kain: Soul Reaver 2(PS2/PC), Mad Dash(XBOX), Soul Reaver: Defiance(PS2/XBOX/PC), Whiplash(XBOX), 25 to Life(PS2/XBOX/PC), Tomb Raider: Legend(PS2/XBOX/PC/PSP/XBOX 360). * I have worked on a multiplayer title(25 to Life) until completion and understand the nuances between single and multiplayer titles.   Responsibilities:   * Find bugs on unfinished game titles and report my findings to the game’s Developers and Programmers. * Write reviews for titles that are in their earliest stages and give my feedback to the game’s Developers and Programmers. * Complete intricate test plans. * Was a “play through” tester whose responsibility was to complete the title and verify that the title was free of severe flaws. * Recorded play through videos for Tomb Raider: Legend PSP. | |
| VERSUS BOOKS, 1124 Balboa Blvd. Suite C, Alameda, CA.  ***4/1/99-8/15/99***  Editor  Achievements:   * Contributed 4,000 words towards the writing of published Tekken Tag Tournament video game strategy guide(with a focus on Nina/Anna Williams characters)   Responsibilities:   * Took screen shots to help showcase the game’s moves. * Collaborated with the Chief Editor in proof reading and updating the entire strategy guide just before release. * Wrote the entire strategies for Nina and Anna Williams characters. | |
| Education | |
| Silver Creek High school, San Jose, CA. **Graduated (3.0 GPA earned)**  Evergreen Valley College, San Jose, CA. **80 units completed (3.2 GPA earned)**  San Jose State University, San Jose, CA. **single semester completed (Environmental Studies major)** | |
| References  Phil Waites: My test manager at Electronic Arts (Maxis) PHONE: 650 628 9275  Kevin Lee: My test manager at Electronic Arts (Maxis) PHONE: 650-628-2830  William Rompf: My test manager at Capcom PHONE: 650-350-6548  Ryojiro Sato: My manager when performing Progress Management duties PHONE: 650-483-9490  Shamis Kabil: QA lead at Capcom that worked with me on various titles PHONE: 916-600-8130   Chris Bruno: My test manager at Crystal Dynamics PHONE: 650-473-3400  Benny Ventura: QA lead who worked with me on Soul Reaver 2, Blood Omen 2, Mad Dash, Soul Reaver: Defiance, and Tomb Raider: Legend PHONE: 650-473-3400 | |