Lenus Jack

|  |  |
| --- | --- |
|  |  |
|  | [5526 Ducros Dr, Baton Rouge, LA 70820] | [985-705-0865] | [Lenusjack4@yahoo.com]  Portfolio: <https://LenusJack4.github.io> |

Computer Skills

|  |  |
| --- | --- |
|  |  |
|  | * Experience programming Java, Python, C, C++, C#, Javascript and HTML * Strong Foundational Skills in Unity and Unreal Engine * Experience with the life cycle of multiple AAA video game titles * Familiar with Windows, Unix, and Linux operating systems * Familiar working with and managing databases such as DevTest, DevTrack, JIRA, and TestRail * Microsoft Word Certified as well as experience with Excel, Powerpoint, and Access |
|  |  |

Experience

|  |  |  |
| --- | --- | --- |
|  |  | |
|  | |  |
| March 2020 – Present  January ‘20 & ‘21  March 2018 – March 2020  May 2016 – March 2018 | | Associate Development Manager (Project Lead), Electronic Arts   * Managed 30+ QA testers at a time * Onboarded and setup Mainline testers * Regulated and improved the Bug Database and its processes * Drove the test processes for individual Patches   Global Game Jam, LSU Site   * Won “Best Use of Theme” Award in 2020   Contract Lead QA Tester, Electronic Arts   * Oversaw a group of 10 testers who lead the team of ~60 testers in bug count * Ensured that bugs were audited and sent to Dev in a timely manner * Helped to restructure the test package to allow for more time efficient test runs * Helped pioneer the creation of a small sub-team that focused on testing and providing quality feedback on game balance   QA Tester, Electronic Arts   * Set a standard for the number of bugs other testers should be finding * Mentored testers who were struggling with finding or reporting bugs |

Education

|  |  |
| --- | --- |
|  |  |
| December 2020 | B.S. Computer Science, Louisiana State University  - Minor in Business Administration |