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|  |  | Profile I’m an Eagle Scout who has had prior work experience with both leading a team to meet deadlines as well as being part of a team who’s had to make deadlines. Over the last few years I’ve held a number of problem solving positions from IT to QA, with a touch of Customer Support as well. With each job I learned quite a bit as far as working with other people, between rough personalities, to down right hostile environments I can be counted on to give professional service in any position I’ve been assigned. |
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|  |  | ExperienceQA Tester II for EA Jan 2018 - Present Started out as a QA Tester II for the Madden PC team before transferring over to SHIELD. While on the PC team I got to experience the normal side of QA manually testing the game for bugs and reporting them. Once on SHIELD however I got to experience a whole different beast. SHIELD is the team responsible for catching low repro bugs as well as major stability issues. We do this by reporting on the data gathered by our nightly Automation and Bot runs. We work closely with QE and DRE teams on making the most stable versions of the game possible. Our job isn’t done once the game is out the door, we do continuous development on Madden, and as such we need continuous QA reporting. Technical Assistant Aug 2016- Jan 2018 My time as technical assistant was spent assuring that a school of 3300+ students ran smoothly along side my co workers on both the Media department and the IT department teams. In total we had 5 of us working the 7+ buildings that Seminole High School has to house its student body. I was the Media Departments boots on the ground team member; I worked directly with the IT team to keep the printers, projectors and computer labs running. Part of the job entails duties as assigned, which happens quite frequently in a school setting. You have to be adaptable to work IT in a school as new jobs always overtook old ones as priority; it was our job to make sure nothing felt through the cracks. Community and Customer Service Specialist Nov 2015 – May 2016 I worked 7 months for a Game mobile game company “*Space Ape Games”,* who are based out of London, UK. They created a few popular titles: Samurai Siege, Rival Kingdoms, and Transformers Earth Wars. As a CSS it was our job to try and make disgruntled players happy by solving what ever game issue they were having, whether it be problems running the game, making purchases or passing on suggestions. |
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|  |  | EducationSeminole State College 2013-2016 I went to school for my A.A. while also taking classes towards my Major: Digital Media, which I would specialize into Game Design. I held a GPA of 3.2, and was on the Dean’s List every semester that I attended at the college. |
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|  |  | Skills I have a number of different skills with a few certifications to back them up.  Quality Assurance - Graphic Design - Video Editing  Certs: *Adobe Cs6 Premier Pro – Adobe Photoshop Cs4 – Adobe Photoshop Cs6* |