

### **Contacts:**

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# **Key Abilities**

Understanding of ad-hoc bug testing and the recording and reporting of bugs (Jira)

Experience with Agile/Scum Methodology

#### **Key Skills**

Proper Defect Documentation

**Regression Testing** 

**Problem Solving** 

**Team Oriented** 

**Excellent Interpersonal Skills** 

Superior Work Ethic

Strong written and spoken

communication

Experience in content and game

creation

# **Professional Experience**

THE STATION - Remote

QA Tester, 10/2017 – 11/2017 (End of Contract)

Preformed ad-hoc testing on audio and general gameplay. Worked with a team to document defects with a summary, build number, reproduction steps and results. Also worked within a team hierarchy by reporting to the QA Manager to confirm defects as well as receive lists for checklist testing.

#### **Education**

BS in Video Game Design, 12/17 FITCHBURG STATE UNIVERSITY - Fitchburg, MA

# **Tool Proficiencies**

Jira	Agile	Visual Studios
Microsoft Word	Scrum	Unity 3D
Github	Microsoft OneNote	Unreal Engine
Trello	Microsoft Excel	

# Connor Kneeland



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Jira

Microsoft Office

Agile/Scrum

Trello

Github

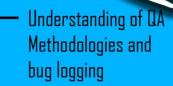
Unity & Unreal

Visual Studio



North Attleboro High School Graduate -2013

Fitchburg State University Graduate -Bachelors of Science in Game Design - 2017



Adaptable

 Meticulous Attention to Detail

Goal Oriented

Does well working under pressure

Passionate

Desire to Learn

# Experience



(2015 - Present)

Youth Soccer Coach

Youth Camp Councilor for Hockamock Area YMCA



Temporary Junior QA Tester for "The Station"



4 Years Experience testing personal projects and other individual projects





