



# David Townsend

415-935-4825 • dtownsend90@gmail.com

## Education

**Academy of Art University** • San Francisco, CA  
Master of Fine Arts – Computer Animation

- Creation of thesis animation called Stuck

**Syracuse University – College of Visual & Performing Arts** • Syracuse, NY  
Bachelor of Fine Arts – Computer Graphics

## Skills

•Maya	•HTML	•Unity	•UE4	•Microsoft
•ADB	•Python	•Photoshop	•Lightwave	Office
•Unix	•Javascript	•Modo	•After Effects	•PC
				•Mac

## Professional Experience

**Oculus** (a Facebook Company) Menlo Park, CA  
QA Vendor with Infostar February 2015 – November 2016

- Develop test plans for Unity and UE4 Oculus Integration
- Execute created test plans
- Work with Oculus Unity and UE4 internal developers
- Used ADB commands to Debug Samsung mobile devices
- Helped Launched the Oculus Rift and Gear VR

**Facebook** Menlo Park, CA  
QA Vendor with Infostar June 2014 – February 2015

- Write and execute test plans for iOS, Android and Windows devices.
- Used ADB to debug Android devices
- Black box ad hoc testing
- Document QA procedures

**Viggle** - A TV engagement Company San Francisco, CA  
QA Engineer February 2012 – July 2013

- Wrote test plans for Viggle and MyGuy app.
- Performed blackbox testing on Viggle and MyGuy app
- Entered and regressed bugs in Jira
- Interacted with developers on a daily basis

**Loyalize.com** San Francisco, CA  
QA Tester April 2011 – January 2012

- Wrote and executed test plans on web portals and mobile apps.
- Provided first level of customer support to Loyalize clients.

**The Orphanage** (defunct VFX Company) San Francisco, CA  
Resource Administrator December 2007 – February 2009

- Performed comprehensive quality checks on dailies
- Movie credits on Iron Man, Red Cliff and Don't Mess with the Zohan

**Lucasarts** (contractor) San Francisco, CA  
QA Tester March 2007 – September 2007

- Performed quality assurance on builds of Thrillville 07, if bugs were found enter them into Devtrak
- Write test plans for Thrillville 07 in Excel spreadsheets
- Platforms worked on Wii, Xbox360, PS2, PSP, PC and DS
- Regressed bugs found by third party QA sub-contractors located Canada