Joseph Jastrzembski
Game Developer

Cleveland, OH - Email me on Indeed: indeed.com/r/Joseph-Jastrzembski/ac29796cfae9e664

Willing to relocate: Anywhere
Authorized to work in the US for any employer

WORK EXPERIENCE

Game Developer
In Theory Games - December 2016 to Present

• Remote development with Unity Game Engine
- Startup Company
• Responsible for coding (C#/Javascript/Unity), gameplay design (Flow charts: Lucidchart, Excel, GIMP, and production (porting and maintenance for Google Play Store)

QA Tester
Strategy and Tactics Press - January 2015 to Present

• Error checking through proofreading, playtesting and mechanics testing.
• Used Microsoft Excel and Word to document/ report issues.
• Coordinated test sessions with organized testing groups.

QA and Development Analyst
VMC Global Beta Testing Network - April 2014 to Present

• Provided accurate QA/bug reporting/maintenance and feedback for AAA games such as: For Honor, Paragon and Rainbow Six Siege while still in development.
• Executed project testing plans in a group setting while assisting QA lead.
• Monthly QA test sessions with QA lead to insure accuracy of products.

Game Production Paid Intern
Cartoon Network - September 2016 to December 2016

• Assisted game producers with various production activities as needed (Screen shot capture, video capture of preview material and pre-production for market-ready game offerings.
• Handled archiving, asset organization, retrieval and asset distribution of Cartoon Network IPs.
• QA tested games in development and communicated feedback, mechanics, and production issues to developers by using JIRA

EDUCATION

B.S. in Game Design
Full Sail University
2013 to 2016

A.A. in Business Management
Lakeland Community College
2008 to 2012

SKILLS

QA (3 years), C# (Less than 1 year), CODING (Less than 1 year), GAMEPLAY (Less than 1 year), JAVASCRIPT (Less than 1 year)

LINKS

https://josephjastrzembski.wordpress.com

https://www.linkedin.com/in/joseph-jastrzembski

ADDITIONAL INFORMATION

SKILLS

- Unity - 3yrs
- C# - 3yrs
- JavaScript - 3yrs
- Git - 2yrs
- Perforce - 1yr
- Jira - 1yr
- SourceTree - 1yr
- GIMP - 1yr
- Microsoft Office - 6yrs

Projects
UpJumper
Mobile Game
- Worked remotely in a two person team.
- Developed using Unity and coded in C#
- Created Sprite sheets with GIMP
- Used Git for version control
- Published on Google Play after 6 months

Humanity's Last Stand
Student Project
- Worked in a group of six people
- Developed with Unity and coded in C#
- Worked as design and coding lead
- Used Perforce for version control
- Project unpublished

Glitch Fixers
Cartoon Network Mobile Game
- Worked with producer and gave feedback to developers
- Worked with QA team and utilized JIRA to document bugs
- Published on Google Play and Apple Store

MagiMobile
Cartoon Network App

- Worked with producer and gave feedback to developers
- Worked with QA team and utilized JIRA to document bugs
- Sorted and archived video and sound assets with frame.io

Ben10: Up to Speed
Cartoon Network Mobile Game
- Worked with producer and gave feedback to developers
- Worked with QA team and utilized JIRA to document bugs
- Captured sound and voice clips
- Captured gameplay footage and screenshots with QuickTime