

# Jack Melcher

Email: melcher.jack@gmail.com

Linkedin: linkedin.com/in/jack-melcher

## Summary

---

Passionate Video Game Tester with exceptional problem solving skills. Able to communicate with artists and engineers at a technical level. Adept at learning new procedures and software.

## Professional Skills

---

### Game Development

- Developed a First-Person Shooter and Third-Person Shooter in Unreal Engine 4.
- Developed a 2D Action Platformer and 3D Puzzle Platformer in Unity.
- Led game jam groups and acted as a designer, producer, programmer, and/or artist.
- Wrote, evaluated, and maintained Game Design Documents.

### Game Testing

- Performed manual, black-box game testing during Alpha and Beta.
- Investigated issues, captured media evidence, and submitted bug reports.
- Participated in playtests and provided feedback on game features and game balance.

### Web Development

- Designed and created websites using HTML/CSS, JavaScript, Java, and MySQL.

### Content Creation

- Broadcasted Streams to Twitch, Mixer, and YouTube.
- Recorded, edited, and uploaded videos to YouTube.

## Technical Skills

---

- **Game Programming:** Visual Scripting, C#, C/C++, Java
- **Web Programming:** HTML, CSS, JavaScript, Java, SQL, NoSQL, GraphQL
- **Version Control:** Git with GitHub, GitLab, and Bitbucket hosting
- **Project Management Tools:** Azure DevOps, Trello, Github Issues, Gitlab Issues, Jira
- **Software Development Methodologies:** Agile, Scrum, Kanban, Waterfall
- **Content Creation:** OBS, StreamLabs, Elgato, DaVinci Resolve, Paint.Net, Audacity

## Work Experience

---

### Test Associate III: *Experis Game Solutions - Tempe, AZ*

*Oct. 2018 - Present*

- Performed directed and ad-hoc game testing as an external tester
  - Credited in Age of Empires 2: Definitive Edition, published by Xbox Game Studios.
- Reported critical issues to project Leadership and assisted STEs with bug reviews.
- Influenced game balance by providing insightful playtest feedback.
- Mentored other testers and made applications to automate repetitive tasks.

## Education

---

### Bachelor of Science: *Computer Engineering*

*Jun. 2017*

- University of California - Irvine
- GPA: 3.5