Jack Melcher

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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.

Work Experience

Software Test Engineer I: *Experis Game Solutions - Tempe, AZ*   *July 2020 - Present*
- Tracked testing in Azure DevOps and Microsoft Sharepoint.
- Created and maintained test collateral in Microsoft Excel workbooks.
- Coordinated multiplayer related task work and bug investigations.
- Trained new testers and reviewed their bug reports.
- Reported critical issues to project Leadership.

Test Associate III: *Experis Game Solutions - Tempe, AZ*   *Oct. 2018 - July 2020*
- Credited in Age of Empires 2: Definitive Edition, Xbox Game Studios.
- Performed black-box testing for PC and Xbox titles during Alpha, Beta, and Post-Launch.
- Investigated issues, captured media evidence, and submitted bug reports.
- Regressed bugs to verify that fixes were integrated into the latest build.
- Participated in playtests and influenced game balance by providing insightful feedback.
- Made scripts and applications to automate repetitive tasks.

Education

BS in Computer Engineering, University of California - Irvine   *Sept. 2013 - Jun. 2017*

Skills

Tasking and Collaboration:	Azure Devops, Jira, Trello (Agile, Scrum, Kanban)
Microsoft Office:	Excel, OneNote, Outlook, Word, PowerPoint, PowerBI
Media Editing Software:	Paint.NET, MS Paint, Win10 Video Editor, DaVinci Resolve
Media Capture Software:	Xbox Game Bar, OBS, Elgato
Database Query Languages:	SQL, NoSQL, Kusto

Interests

Game Development:
- Developed games in Unreal Engine 4 (Blueprints/C++) and Unity (C#).
- Led several game jam groups and worked as a designer, producer, and programmer.

Web Development
- Created GameDevelop.io, a resource website for game development.
- Created my personal website (HTML, CSS, Javascript).