Kevin Vander Horn

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kevinvanderhorn in

RECENT WORK EXPERIENCE

Experis Game Solutions

Software Test Engineer

Tempe, AZ | January 2020 - June 2021

- Managed a team of associates to run and execute coverage on several types of game software testing in the form of tasking and test cases.
- Created data-driven reports and dashboards with PowerBI.
- Collaborated closely with developers, designers, and producers to achieve a product of the highest quality possible.
- Utilized development techniques such as Agile Methodology, backlog planning, validation of sprint deliverables, and close monitorization of project burndown to ensure work was completed efficiently and promptly at the end of each sprint.

Test Associate II & III

Tempe, AZ | October 2018 - January 2020

- Performed various types of software testing on several AAA video game titles to find bugs and gameplay issues.
- Detected and logged software defects in a bug tracking system database (Azure DevOps).
- Generated well-structured bug reports.
- Conducted database management to ensure all bugs and defects entered by the team into the database were exceptional.

SKILLS

- Project Management
- Software Development Lifecycle & Processes
- Sprint (Agile) Planning & Burndown
- Unity
- Git
- HTML5/CSS
- Web Design & Development
- Shopify
- Graphic Design (Photoshop)
- T-shirt and Business Card Design

EDUCATION

B.S. Software Engineering
Arizona State University
August 2014 - May 2018
Focus in Game & Web Development
GPA: 3.21

RECENT PROJECTS

Crackdown 3

January 2019 - February 2019

- Executed Release Candidate testing on a product that was near ship-ready.
- Ensured title was within guidelines of Xbox Requirements (XR) prior to being released.

Age of Empires II: Definitive Edition

May 2019 - November 2019

- Conducted server-stress testing to confirm title was capable of large quantities of network traffic and player-based interactions.
- Verified full functionality of features within the title to prepare the product for ship.
- Performed Release Candidate testing to identify a build that would be chosen for day one release software.

PORTFOLIO WEBSITE:
kevinvanderhorn.com