

Kevin Vander Horn

Software Engineer

kivande3@asu.edu

(908) 235-6685

Washington, NJ

[LinkedIn](#)

[GitHub](#)

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.
- Utilized PowerBI to create data-driven reports and dashboards.
- Worked closely with developers, designers, and producers to achieve the highest quality product possible.
- Utilized Agile Methodology, backlog planning, evaluation & insurance of milestone deliverables, and monitoring burndown to achieve goals effectively 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.
- Served as a database manager ensuring all bugs and defects entered by the team into the database were of high quality.

SKILLS

- Project Management
- Video Game Software Development Lifecycle & Processes
- Sprint (Agile) Planning & Burndown
- Unity
- Git
- HTML5/CSS
- Graphic Design (Photoshop)

RECENT PROJECTS

Crackdown 3

January 2019 - February 2019

- Performed 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.

EDUCATION

B.S. Software Engineering

Arizona State University

August 2014 - May 2018

Tempe, AZ

GPA: 3.21

Dean's List, Fall 2017

RELEVANT COURSES

- CPI 111 Game Development I
- SER 332 Intro Graphics & Game Development
- CPI 462 Design for Learning in Virtual Worlds
- SER 432 Game Engine Architecture