

Karlee Perpignant

Boston, MA 02128

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Skills

Top Skills: Manual Testing, Continuous Testing, Dynamic Testing, Pair Testing, Risk Analysis, Test Planning, Troubleshooting, JIRA, Testrail, Unity Engine

Basic Understanding: C#, SQL, HTML/CSS, JavaScript, Git, Team City

Work Experience

Resilient Coders, Boston, MA

Software Engineer

August 2025 ~ Current

- Building modern and responsive websites using HTML, CSS and JavaScript

Epic Games, Boston MA

QA Analyst II

November 2021 ~ October 2023

Elevated from Tester to Analyst post-acquisition by Epic Games. Assumed a leading role in QA as one of two core team members.

- Authored onboarding documentation, expediting training of new members, aligning with company standards and assisting more junior members
- Developed and ran numerous of test runs and 100s of test cases (in TestRail) to build confidence in project
- Facilitated seamless communication between QA, Engineering, and Production teams during bug triage and build reviews, contributing to robust design and stability of the project, ultimately reducing bug resolution time
- Demonstrated subject-matter expertise while reporting to sometimes 3-4 cross-functional teams, including Engineering and Production resulting in up to 10% reduction in bug resolution time
- Directed comprehensive test strategy, plan, and execution, ensuring seamless transition from prototype to production

Harmonix Music Systems, Boston, MA

QA Tester

November 2019 ~ November 2021

Joined Fuser during pre-production and immediately used prior QA experience to create test plans.

- Identified and mitigated project risks by surfacing potential issues, resulting in a 10% improvement in project performance and playability
- Advocated for player experience by reporting feedback on project issues to development and production teams, leading to the implementation of quality-of-life improvements and enhancing player satisfaction
- Ensured quality in the Online Events section of the game and provide continuous quality support post launch
- Conducted regular cross-platform console testing for PlayStation, Xbox, and Switch to ensure quality across the board during development and while the game was a live service

Smartsheet, Boston, MA

Technical Customer Support Specialist

May 2019 ~ September 2019

Dispensed technical aid in Account Management, Formula formulation to clients, advancing their business practices.

- Equipped clients with the necessary tools and information to improve their business processes
- Utilized Smartsheet expertise to dispense quality customer service via Salesforce to enhance the customer experience
- Provided Smartsheet guidance to clients pertaining to a variety of subjects ranging from Project

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Management and collaboration to perceived errors and bugs, helping make the overall product better

- Tested, reproduced and reported on customer found bugs, escalating issues as they arose
- Listened intently to customer concerns, evaluated and constructed many formulas to fit customer needs

Harvard University, Cambridge, MA

QA Assistant

May 2018 ~ March 2019

Aided the QA Manager in daily tasks such as triaging bugs, data validation and assisting users.

- Conducted testing and reported on bugs for an HR web application which integrated PeopleSoft and improved the day-to-day operations for over 1000 of Harvard University's Faculty
- Constructed SQL queries to validate and cleanse datasets, enhancing data integrity for testing efforts, reducing data validation time, ensuring accurate results
- Helped define Application Support role by being the Support Representative
- Counseled users on the usage of the application and provided support

Education

ASTQB - ISTQB

Certified Tester Foundation Level (Certificate)

June 2025

Year Up, Boston MA

Quality Assurance (Certificate)

March 2017 ~ March 2018

TechBoston Academy, Boston MA

Highschool Diploma

September 2009 ~ June 2012

Projects

Detention

Unity 2D Bullet-Hell Game Prototype

November 2024

Various GameJams

Created Various Projects in Unity

January 2024 - February 2025