

David Kwak

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Skills

Languages: C++, C#, Python, JavaScript, HTML & CSS, SQL, Kotlin

Softwares/Tools: Unity, Godot, GameMaker Studio 2, GitHub, MySQL, Docker, Android Studio, Figma, Blender, Jira, ADB

Bilingual: Korean

Experience

Video Game Test Associate / Software Tester, Experis – Tigard, OR

AUGUST 2024 – PRESENT

- *Asgards Wrath 2*, Sanzaru Games

AUGUST 2024 - OCTOBER 2024

- Quickly Learned the Basics of QA-Work

- Filed over 70+ Tickets (Top 5 Bugger within 2 months of joining)

- Learned how write more effectively to communicate better

- *Horizon Worlds*, META

OCTOBER 2024 - PRESENT

- Part of the *Economy Section* (Transactions / Market / Quests) - Assisted Multiple Different Area's too

- Learned how to use META Internal Tools & System

- Wrote Multiple Detailed Documents Which Engineers used as a 'Truth' Documents

- Worked on over 200+ Tickets - *Conducted Multiple Crucial Bug Investigations*

- *Tester of the Month*

APRIL 2025

- Took multiple Internal trainings to learn more skillsets based on the industry

Game Tester, Lionbridge Games Studios – Remote (gametester.gg)

AUGUST 2023 – Present

- Self-service testing and researching platform for video games.

- Will check to make sure the game is working properly, feedback for video games, stress tests, etc.

- Afterwards a report is written based on the task.

[Apprenticeship] Video Game Developer, Necessary Games – Remote

SEPTEMBER 2021 – JUNE 2022

- Worked with a client to convert their games from FlashPunk to GameMaker Studio 2(GMS2)

- "*Walking With Magnus*" -> github.com/kwakd/walk-or-cry

- "*W.O.D*" -> github.com/RavenLickey/Walk-or-Die

- Had weekly meetings with the client to meet requirements.

- Managed to document bugs, along with fixing them and testing co-workers programs.

Summer Intern, Kindoh – Gangnam, South Korea

JUNE 2018 – AUGUST 2018

- Looked for any bugs on the website/mobile pre-launch on WIX along with quality assurance for their new website.

- Assisted with optimization of their search engine for NAVER

Projects

Cloud Photo File Upload Server – JavaScript

github.com/kwakd/CS493-as4

- Implemented a simple photo service that allows for the API to support image uploads

- Images are stored in GridFS which afterwards RabbitMQ generates thumbnail images

- Correctly linked with original photo and database and also available to download

'Banish Them' – Kotlin

github.com/osu-cs492-w22/final-project-group-3

- Created an Android App in a group using the RIOT GAMES API

- App is able to find a player's information and displays it to the user.

Pac-Man with AI – Unity

- Worked in a group to recreate the classic game of Pac-Man in Unity.

- Created a two-player mode that would split the screen and allow for two games of Pac-Man to run at the same time.

Education

Oregon State University – BS in Computer Science (Minor in Music)

JUNE 2022

Oregon State University – Dean's List

SPRING 2020

Meta Certificate – Front-End Developer

DECEMBER 2023

Google Certificate – UX Design

DECEMBER 2023