David Kwak

kwakd804@gmail.com | kwakd.netlify.app | github.com/kwakd

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
    - Rapidly ramped up on QA fundamentals; recognized as a top contributor within 2 months
        - Filed over 70 detailed bug reports (Top 5 in volume and quality)
        - Improved technical writing skills to enhance clarity and communication in reports
- *Horizon Worlds*, META   OCTOBER 2024 - PRESENT
    - Focused on the Economy team (Transactions, Market, Quests); collaborated across multiple teams
    - Gained proficiency with internal Meta tools and QA systems
    - Authored multiple in-depth reference documents used by engineers as authoritative sources
    - Logged and tracked over 200 tickets; *led several high-priority bug investigations*
- Awarded*: Tester of the Month*   APRIL 2025
- Completed multiple internal training programs to expand skills in QA and game development workflows

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