JAVIERA PAZ SEPULVEDA

SENIOR QA LEAD TECHNICIAN

CONTACT

Location: Santiago, Chile.
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PROFILE

Senior QA Lead with 6+ years' XP leading teams to deliver quality product on PC, console, and mobile for indie and AA studios.

TOOLS

Testrail | Jira
Perforce | Github
Confluence
Google Suite | MS Office Suite
Unity 3D | Construct 2 & 3

EDUCATION & CERTIFICATIONS

- **Staff awareness: Information security and cybersecurity. IT Governance (2020).**

- **Game design. IP Arcos (2016)** Bachelor in science.

VOLUNTEER EXPERIENCE

- Mujeres en VG
- Women Game Jam Chile
- Pixelles CA
- IGDA Scholars

AWARDS & ACHIEVEMENTS

- **Pixelles CA**: Scholarship GDC 2019
- **Corfo**: Fondo audiovisual para proyectos unitarios 2018
- **Train Jam**: Diversity Scholarship GDC 2018
- **IGDA**: IGDA's Scholars GDC 2017

KEY PILLARS

LEADERSHIP

- **Managed production duties** including daily meetings, assigning tasks and setting priorities for the team.
- **Delegated device delivery**, VPN configuration and adapted our pipelines for a smooth transition into remote work.
- Performed monthly reviews of my team, giving feedback and mentoring, achieving better performance.
- **Onboarded and mentored** junior QAs to bring them to the needed standard of the team.
- Coordinated both **internal and external communications**, providing visibility to other office branches as well as clients.
- Conducted outreach programs as part of different NGOs I have volunteered for, selecting candidates, organizing volunteers and reviewing applications for funding.

QUALITY ASSURANCE

- Experienced **full development cycle** from prototyping to LiveOps for two PC games.
- Experienced in creating **test plans, smoke tests and features tests**. Wrote daily Smoke test reports, End Of the Day reports, and periodical reports for clients.
- **Managed bug databases**: reviewing open tickets, validating closed tickets and deleting duplicated tickets.
- Wrote and reviewed over 2000 tickets covering all game development fields.
- Maintained **documentation** and guidelines for internal testers.
- Proficient with installing and testing on different devices: Smartphones, Consoles, PC, Smart TV and broadcast devices.

COMMUNICATION

- Designed and **conducted play-test sessions** to acquire early usage data.
- Provided accurate **feedback** to designers, artists, and programmers.
- Designed and developed 5 games over 7 years: creating UI wireframes, GDDs, narrative documents, game pitches, including documentation and presentations, both for external clients and investor funding.
- Fluent in Spanish and English, conversational Italian.

EXPERIENCE

SENIOR QA LEAD | OCTETO STUDIOS | 2018 - CURRENT
CYBER OPS | PC
WE BARE BEARS | Browser

SENIOR QA LEAD | TESTRONIC LABORATORIES | 2019 - 2020
DAZN | Browser, mobile, consoles, smart TV, broadcast
DEAD BY DAYLIGHT | Mobile

QA | BEHAVIOUR INTERACTIVE | 2016 - 2017
WESTWORLD | Mobile
PLANET GEMINOSE | Nintendo Switch