Rebecca Peltier

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Skills

- Jira, TestRail, and Devtrack
- Agile Scrum and Waterfall
- Test Plan Development
- Hockeyapp
- Manual Testing

- Test Case Writing / Execution
- Mobile/Web/PC Testing
- Performance testing
- Test Rail
- Jenkins

Work Experience

SEPTEMBER 2017 - CURRENT

Children's Book Academy, Sacramento, CA – *Personal Assistant*

- Assisted in setting up courses and course scheduling
- Wrote to and responded to emails from students
- Prepped books for publication by collecting all materials (art, fonts) and checking over the book in InDesign to make sure everything is lined up correctly for print
- Updated and maintained courses on website as needed

SEPTEMBER 2011 - MAY 2017

EA Capital Games, Sacramento, CA – *Quality Analyst II*

- Acting as lead during the development of Star Wars: Galaxy of Heroes, in which I structured test plans with QA and development teams, created reports of QA's findings and weekly updates on QA's progress throughout the project, worked with the QA team to understand test run times and plan the execution of performance and end to end testing
- Tested mobile game titles Supreme Heroes, Heroes of Dragon Age, and Star Wars: Galaxy of Heroes from development to live service for software defects
- Tested Performance across various iOS and Android devices
- Provided live service support for Facebook CCG games; Superhero City and Age of Champions
- Ran SQL queries as a part of regular tests for Superhero City and Age of Champions
- Tested live Facebook CCG games; Superhero City and Age of Champions
- Tested Java based tools to support Superhero City and Age of Champions
- Browser testing for compatibility with Superhero City and Age of Champions

JULY 2008 - AUGUST 2011

Electronic Arts, Redwood City, CA – *QA Tester*

- Tested the Sims 3 base game, The Sims 3 World Adventures, The Sims 3 Ambitions, The Sims 3 Late Night, Sims 3 High End Loft Stuff, Sims 3 Fast Lane Stuff, The Sims 3 Create-a-World, The Sims 3 Create-a-Pattern, and The Sims Medieval

- Created and maintained test cases throughout development cycle
- Assisted in maintaining the bug database for the Sims 3 project
- Assisted the World Building Team by consolidating and integrating game assets, build reports for the Sims 3 Ambitions and Late Night expansions
- Ran manual and automated performance tests on Windows and Mac to narrow down issues with frame rate and collect crash reports for developers
- Met regularly with designers to discuss the end user experience and possible tuning solutions
- Tested across different PC configurations, Macs, and performance testing on low-end machines

Education

JULY 2004 - DECEMBER 2007

The Art Institute of California – San Francisco, San Francisco, CA – *B.S. Media Arts and Animation*