

# Scott Brenner

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## Objective

To work within a professional product development team to help deliver excellence to all active projects as a web developer by using my decade of experience from the game software development industry while constantly working to expand my skill set.

## Profile

As a front-end developer with full-stack experience. I am looking to bring my skills, knowledge, and over 12 years of game development industry experience to a professional development team. I am a confident self-starter who excels at both working individually as well as in a collaborative environment to deliver excellence for all aspects of any project. I have worked on a variety of projects including web (private and public), AAA, educational, & “serious games” while serving as multiple development roles.

## Skills

- Web development languages and methods including HTML, CSS, JavaScript, PHP, Bootstrap, JQuery, Sass, Twig, Laravel, & SEO.
- Web database management (phpmyadmin & SQL)
- Experienced with web based development platforms such as Wordpress, Wix, and Squarespace.
- Strong knowledge of AGILE software development methods, workflow, and processes.
- Well versed in PC, Mac, Mobile, and Console testing needs.
- Creation of detailed bug reports, tasks, stories, test plans, design documents, product manuals, and other documentation.
- Efficient at multitasking on projects with many moving parts while working with cross disciplinary development teams.
- Proficient with JIRA, Confluence, the Adobe Creative Suite (Focus on Photoshop & Illustrator), and Microsoft Office.
- Version control (Perforce, Git, etc)
- Working with localization for multiple languages.
- Able to collaborate, visualize, and express ideas, & provide feedback effectively with a cross-disciplinary development team.

## **Work Experience**

### **Web Developer**

Unit-e Technologies, July 2019 - Present

- Front End developer with Back End work on internal and external facing products

### **Freelance Web Developer**

Brenner Digital Media, May 2019 - Present

### **Lead QA Analyst**

Zenimax Online Studios, November 2013 - April 2019

- QA Lead for multiple development teams for AAA MMORPG(PC, Mac, PS4, XB1)
  - Animation, Monsters, Flying Monster Tech, Fixtures, Biome, Game Tools
- Daily early shift server checks & status reports for each scrum team
- Active tracking of deliverables and reporting on them to QA Management
- Responsible for assisting with training of new hires and resources for my teams
- Creation and management of test plans & internal documentation related to my teams
- Management of bug reports for any issues associated with the project
- Training for any and all testers working on my areas of the project
- Organized and improved of departmental training practices
- Provide feedback to development teams on all aspects of the product

### **Senior QA Analyst**

Zenimax Online Studios, February 2013 - November 2013

- Worked with other seniors to run daily and weekly server verifications and smoke tests
- Updated and improved testing processes for designated development teams
- Management of QA documentation in confluence

### **QA Analyst**

Zenimax Online Studios, October 2011 - February 2013

### **Junior Designer**

BreakAway Games, Ltd. August 2009 – October 2011

- Creation of custom user interface designs for multiple projects
- In charge of designing, testing, and debugging multiple applications part of an in house tool suite used for creating custom medical scenarios using Lua Script.
- Responsible for the creation and management of custom levels in a serious games environment using an in-house developed tool suite.
- Technical writing of design documents, product manuals, tools, and other project related material
- Localized applications in multiple languages

## **QA Lead Tester**

BreakAway Games, Ltd. February 2007 – August 2009

- Responsible for creation and maintenance of test plans & documentation
- Team management for projects
- Participated in daily scrum meetings
- Active manager of project bug (JIRA) databases
- Tracking the progress of the testing team through weekly status reports
- Worked closely with development team for tracking and resolving issues
- Balance Testing on various projects

## **Game Credits**

- **The Elder Scrolls Online: Elsweyr** (QA Lead Analyst)
- **The Elder Scrolls Online: Summerset** (QA Lead Analyst)
- **The Elder Scrolls Online: Morrowind** (QA Lead Analyst)
- **The Elder Scrolls Online: Tamriel Unlimited** (QA Lead Analyst)
- **The Elder Scrolls Online** (QA Lead Analyst)
- **vHealthCare** (Designer and QA Lead)
- **Pulse!!** (Designer and QA Lead)
- **Virtual Dental Implant Training** (QA Lead)
- **Command & Conquer 3: Kane's Wrath** (QA Tester and Design Support)

## **Education**

**The Art Institute of York, Pennsylvania**

Web & Interactive Media Design, 2006

## **Volunteer Experience**

**Baltimore Rock Opera Society**

2015 - Present

Help to create original epic rock operas in a variety of roles as needed