



Game Design and Quality Assurance

Montreal, QC
514-430-9808
skyrimeline@hotmail.com

EXPERTISE

- Quality assurance, troubleshooting, tracking and managing test cases
- Innovation, game design and development
- Team player, self-motivated, adaptable
- JIRA, Testrail, RPG Maker, Java, C#, IntelliJ, GitHub, XMind
- **Languages:** Mandarin, English, French

GAME EXPERIENCE / DEVELOPMENT

- Designed core gameplay mechanics
- Developed original Dungeons & Dragons campaigns
- Prototyped multiple game concepts, including Gamemaker Studio 2, Godot and Unity
- **Portfolio:** <https://skyrimeline.itch.io>

PROFESSIONAL EXPERIENCE

KEYWORDS STUDIOS (WARNER BROS. GAMES), Montreal

2022 - 2025

Video Game Tester / Functionality Quality Assurance

- Evaluated and assessed video games for functionality, performance, and user experience.
- Collaborated with the QA team to identify and resolve bugs.
- Maintained product integrity by analyzing gameplay and executing regression testing and playthroughs.
- Presented timely updates for developers and stakeholders, including detailed bug findings and issue resolutions.
- Ensured that game builds were delivered on time, collaborating with developers and designers.
- Strengthened attention to detail in identifying issues across all aspects of the game, including gameplay mechanics, graphics, and user interface.
- Coordinated meetings with key stakeholders to provide status updates, report on progress, and align testing with project milestones.

EDUCATION

Bachelor of Computer Science
Concordia University, Montreal

2022