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## Game Design and Quality Assurance

Montreal, QC  
514-430-9808

skyrimline@hotmail.com

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### 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

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### GAME EXPERIENCE / DEVELOPMENT

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

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### 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.

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### EDUCATION

**Bachelor of Computer Science**

2022

Concordia University, Montreal