

# EUY JANG

Frontend Developer

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portfolio | www.euyjang.com

## SKILLS

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**Languages, Frameworks & Libraries:** HTML5, JavaScript, TypeScript, C, React, Next.js, Node.js (familiar), Redux, React Router, Axios

**Styling:** CSS3, Tailwind CSS, Styled Components

**Tech & Methods:** REST/Web API, GraphQL, Git, Webpack, Parcel, NPM, Jira, Agile, Quality Assurance

**Speaks:** English, Korean

## WORK EXPERIENCE

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**GlobalStep**, *Game QA — Montreal, QC*  
*Various Roles and Promotions*

**May 2019 — Jun 2022**

### **Talent Development Manager**

**Jan 2022 — Jun 2022**

- Create and update SOP documentation for QA and project management.
- Mentor team leads on their leadership skills.

### **Senior Localization Game QA Lead**

**Sep 2020 — Jan 2022**

- Oversee localization QA of over 40 videogame titles on mobile, web, PC, console, and VR.
- Work closely with development teams from Facebook (now Meta), SEGA, etc.
- Ensure successful submission, release and post-release QA support of high-profile games.

### **Localization QA Test Lead**

**Sep 2019 — Sep 2020**

- Effectively relay project requirements to multilingual QA testers from Europe, Asia and South America using plain B2 English.
- Create exceptionally smooth QA experiences for developers by screening bugs for accuracy and clarity and reducing backlogged bugs.
- Run and update automated test scripts for various forms of testing including regression.

### **Localization QA Tester**

**Jun 2019 — Aug 2019**

- Execute tests on PC and mobile games within strictly established production deadlines.
- Capture, escalate, and track bugs in JIRA following established procedures.
- Develop and disperse new testing methodologies to better comply with project standards.

## EDUCATION

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**Marianopolis College**, *Montreal, QC*  
*— Pure & Applied Science*

**2015 — 2017**

## INTERESTS

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Reading frontend blogs, cool CSS designs, making food from scratch, Sci-Fi horror, The Sims™