Norah Porter

typhirz@gmail.com ❖ +1 (509) 954-1316 ❖ Spokane, WA, USA ❖ She/her

SUMMARY

Dedicated, organized, and communicative QA tester and designer, with a passion for the highly customizable and skill expressive systems found in modern RPGs, fighting games, and card games. Additionally, I have over 15 years of experience in competitive games, currently being in a world top 25 speedrun guild in World of Warcraft Classic and having competed in Pro Tour Los Angeles for the Flesh and Blood TCG.

WORK EXPERIENCE

Cyan   **July 2015 –July 2025**
Gameplay Design (2 Years)   *Mead, WA*
- Designed puzzles and narrative beats for 2 unannounced puzzle adventure projects in a small team.
- Lead gameplay design on the Rime update for Myst, including creating and fleshing out 4 unique puzzles and puzzle devices.
- Created and maintained a dense branching dialogue flowchart for use in both development of a prototype and at an acting/mocap session, including over 100 nodes and several entry and exit points.
- Implemented and bug-fixed branching dialogue in a prototype of an unannounced project, in UE5 using an in-house dialogue tool.
- Prepared and maintained detailed documentation for the broader development team from the results of design meetings.
- Presented design documents, from fresh game ideas to puzzles and gameplay, including detailed design needs for both Art and Programming teams.

Quality Assurance Tester (10 Years)
- Tested and launched over 15 puzzle adventure games, including the *Myst* and *Riven* remakes, using both testplans and exploratory testing, across multiple platforms such as PC, Mac, iOS, Meta VR, and every major console.
- Created and maintained multiple testplans per project, including golden path playthroughs, menu, persistence, localization, and TRCs for Playstation, Xbox, Nintendo, and Meta Quest VR.
- Logged and tracked detailed issues using Mantis and Jira, following up on re-opened issues or closing resolved issues daily to ensure a clean database.
- Delegated and scheduled daily tasks for a small QA team during temporary leadership absences.
- Regularly captured performance analytics and PSOs for our UE games, using Excel for analysis.
- Interfaced directly with Art and Programming teams to fix issues quickly, as well as learn about underlying systems to better understand, categorize, and assign later issues.
- Cooperated with outside development teams for 3 Cyan Ventures publishing releases, including acclaimed *The Last Clockwinder* for Quest VR.

EDUCATION

University of Washington   **Aug 2017**
B.Sc., Earth and Space Sciences - Physics   *Seattle, WA*
- Minor in Mathematics.
- Held a Head Tournament Organizer position for the Super Smash Bros Melee club.

SKILLS

Experience in UE4, UE5, Gamemaker; familiar with Godot; experience in Lua, UE Blueprints; familiar with Python, C++, R; experience in Mantis, Jira; Microsoft Word, Excel, Powerpoint; FL Studio; Miro; ArcGIS; Adobe Photoshop, Paint.net, Procreate; proofreading and editing; technical writing.