

TYSON VONN BECK

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SUMMARY

Entry level full-stack web developer with a background as a Software Test Engineer.

Involvement as a test lead; as part of large and small teams. Knowledge of waterfall, agile and Scrum development. Experience with several digital products from design to consumer. Experience as an associate producer on the product team.

Always willing to take ownership of areas in the process of getting our product to the consumer.

RELEVANT SKILLS

- Scrum Master /QA Lead

Scrum master for MPE, coordinating dev efforts with multiple departments. Driving team focus, addressing issues and communicating status to scrum leads. Drove QA team through process from concept to release of an online game.

- Software Test Engineer 3

Writing and Executing Test Plans, Test Schedules and Test Cases for any areas of a product.

Use of several bug entry, tracking and reporting tools such as Bugzilla, JIRA, TestTrack Pro and Team Foundation Server. Experience with using Linux commands and scripts. .

Experience with Mac, Windows, iOS, Android and Kindle devices.

EXPERIENCE

January 2017 –
January 2019

Software Test Engineer III, IGT / Doubledown

Test Engineer for online slot machines in desktop and mobile device in social gaming. QA for RGS delivery of slot builds and betlines. Tested payouts and return to player options.

April 2015 –
December 2016

Associate Producer, Doubledown Interactive / IGT

Assisting product in the planning and release of content. Creating betline recommendations, and updating betline values for new releases. RGS build deployment to test environments. Assisting in coordinating build and build content with producers. Scheduling the tournaments for Doubledown.

July 2014 – April
2015

Software Test Engineer II, Doubledown Interactive

Owning test and process for all marketing related items, including MPE Offers, Marketing Art, Chip Sales and ddi.com. Scrum leader for MPE; coordinate with marketing, desktop, mobile and CS and representing product owner in product status.

January 2010 – January 2014 (intermittent)	<i>Software Test Engineer II, Microsoft GTO</i> User Interface, Localization, and Accessibility for Gears of War 3 in Single and Multiplayer. I assisted in other areas, such as dedicated server testing, multiplayer testing, and helped with the Public Beta to ensure a solid release. Kinect Sports 2 owning the Golf Sport and Avatar Integration areas of the title; seeing the title to release.
January 2006 – December 2008	<i>Software Test Lead/Software Test Engineer, Wizards of the Coast</i> Release of Magic the Gathering Online III. Interviewing and Hiring the QA team. Preparing and running the beta. Service Pack releases that added new features.