

Tyson Beck

Software Test Engineer



tysonvonnbeck@msn.com



(206) 304-7459



805 Marion St. 409, Seattle, WA, 98104

EDUCATION

UNIVERSITY OF WASHINGTON

Seattle, WA

Full Stack Web Developer (Feb 2020)

UW Film & Screenwriting (Mar 2014)

Extracurricular Activities

- Publishing Imprint Owner
- Fiction Novelist (self-published)
- Big Brother Big Sister Volunteer (active)

ADDITIONAL SKILLS

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

Knowledge/experience in Confluence, JIRA and TestRail.

Mobile device experience with Android, iOS and Kindle device testing
Knowledge of both Mac and Windows platforms.

Learned technologies such as HTML5, CSS3, JavaScript, jQuery, Node.js, Bootstrap, Materialize, API's, Database Theory including SQL and MongoDB, and deployment technologies such as Git, Heroku, and Github.

LICENSES AND

CAREER OBJECTIVE

Quality-oriented, recent college certification graduate in Full Stack Web Development, with 10+ years of work experience in Quality Assurance. Aiming to leverage academic experience and a proven knowledge of identifying issues and potential problems with software, planning and performing different stages of testing, and documenting test progress and results to successfully fill a QA Engineer role at your company. Frequently praised as results-oriented by my peers, I can be relied upon to help your company achieve its goals.

PROFESSIONAL EXPERIENCE

SOFTWARE TEST ENGINEER II

Experis / Amazon Game Studios, Seattle, WA / Jul 2021

- Test Engineer for Prime Gaming Mobile QA team for in-game promotions claimable with a Prime Membership and your favorite mobile games.
- As a Test Engineer I own several campaigns and am responsible for promotional drops or releases, and communication between the QA Team, the production team, and the marketing team before, during and after deployments. I'm responsible for testing the drop before and during deployments, as well as any critical communication afterward.
- Designing test plans/test cases for upcoming promotions in Confluence and TestRail. Working with program managers to ensure expectations are met. Delving into the mobile game and making sure I'm the expert on my owned mobile games. Documenting the account and claim flow in the mobile game to allow all members of QA to easily acquire a claim if needed.
- I'm responsible for directing deployments on launch calls, sometimes with the third-party developers on the calls, along with our own producers. It's important to communicate our process and results during the call to show integrity and confidence in our test process.
- As a member of the QA team, it's important to work as a team and assist other QA on drops, test passes, issues and blockers even if I don't own them. It's

CERTIFICATIONS

Agile Scrum Certification

Full-Stack Web Development (UW)

ISTQB (studying)

critical to be a helpful member of the team to lead to the success of the entire team.

SOFTWARE TEST ENGINEER III

DoubleDown / IGT, Seattle, WA / Jul 2014 – Jan 2019

- Test Engineer for online slot machines in both desktop and mobile device in social gaming landscape.
- Testing and verification on mobile devices using different screen viewport resolutions in Android, iOS and Kindle.
- QA for Remote Game Server (RGS) backend delivery. Deployed RGS, verified deploy and created server stub for development to begin on new slot machines.
- Design test plans, scenarios, and procedures based on milestones.
- Document software defects, using a bug tracking system (Test Rail), and report defects to developers.
- Monitor bug resolution efforts and track successes.
- Plan test schedules or strategies in accordance with project scope or delivery dates.
- Document test procedures to ensure replicability and compliance with standards.
- Develop or specify standards, methods, or procedures to determine product quality or release readiness.
- Investigate customer problems referred by technical support.

SOFTWARE TEST ENGINEER II

Microsoft, GTO, Redmond, WA / Jan 2010 – Jan 2014

- Console testing on Microsoft XBOX titles, including Gears of War 3, Kinect Sports 2, and ESPN
- User Interface testing for Gears of War 3, single-player and multiplayer
- Gears of War 3 dedicated server testing, multiplayer testing, and helped drive public beta.
- Owned the Golf sport for Kinect Sports 2, and assisted with the additional sports.
- Performed Avatar Integration testing for Kinect Sports 2 with Kinect technologies.
- Testing streaming delivery service, content availability, blackout sports event data, and carousel advertisements for the ESPN Xbox app.

SOFTWARE TEST LEAD

Wizards of the Coast, Renton, WA / Jan 2006 – Dec 2008

- Tested several digital releases for Magic the Gathering Online 2
- QA Lead in charge of Magic the Gathering Online 3
- Directed Magic the Gathering Online 3 Online Beta and triaged results with production teams
- Worked on several service pack releases that added additional features to Magic the Gathering Online 3

GAME TESTER

Nintendo, Redmond, WA / July 2005 – Dec 2005

- As a tester it was my job to find and document bugs in several first-party titles on Nintendo's game consoles.
- Tested several first-party Gameboy Advance titles for Nintendo's Gameboy Advance.
- Tested Zelda Windwaker and Animal Crossing for Nintendo Gamecube.