ZACHARY SHEPHERD

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TITLES SHIPPED

God of War (PS4) | Asst. QA Lead
Uncharted: The Lost Legacy (PS4) | Recruiting Support, Design Support, QA
Uncharted 4: A Thief's End (PS4) | Design Support, QA
Wordplay (Free PC/Android Download) | Design, Art, Scripting

SKILLS

Programming Languages | C#, Python
Software | Maya, Unity, Perforce, DevTrack, Jira

EMPLOYMENT HISTORY

Asst. QA Lead | *Sony Santa Monica* | Playa Vista, CA   Nov 2017 – Present
– Coordinated QA coverage between Development and Publishing QA
– Created and maintained Jira Dashboards to translate game bug density to actionable data
– Scripted an auto playthrough generation tool for test cases based on game progression constraints
– Served as QA point of contact for several department leads to ensure issues are resolved efficiently

Sr QA Analyst | *Sony Santa Monica* | Playa Vista, CA   Sept 2017 – Nov 2017
– Worked with Design and Production to generate and maintain bookmark checkpointing system
– Trained and mentored new employees on team best practices and tools

QA Analyst | *Sony Santa Monica* | Playa Vista, CA   March 2017 – Sept. 2017
– QA Primary on the two most heavily scripted levels in God of War
– Designed test cases and build stability report for all levels

Design Support | *Naughty Dog* | Santa Monica, CA   June 2015 – Nov. 2016
– Created tutorials for new Designers to easily adapt to our proprietary tools and practices
– Placed navmesh and AI navigation systems throughout U4 Single Player and Multiplayer
– Designed and implemented enemy NPC encounters for Uncharted 4 Co-Op prototypes
– Scripted camera position limitations to fix camera level escapes using Photo Mode

QA Analyst | *Naughty Dog* | Santa Monica, CA   Nov. 2014 – Nov. 2016
– Provided detailed design analysis reports for Uncharted 4 Focus Tests
– Coordinated Level Visibility builds between the Art, QA, and Prog. departments in order to fix bugs
– Liaised between the QA and Programming Departments to resolve crashes efficiently

EDUCATION

Bachelor of Science, Electrical Engineering | *Lehigh University* | Bethlehem, PA   May 2014
– Specialized in the Computer Science track of Electrical Engineering
– Related Courses: Digital System Design, Calculus III, Complex Variables