

ZACHARY SHEPHERD

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TITLES SHIPPED

Uncharted: The Lost Legacy (PS4) | Recruiting Support, Design Support, QA
Uncharted 4: A Thief's End (PS4) | Design Support, QA
Wordplay (Free PC Download) | Design, Art, Scripting

SKILLS

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

EMPLOYMENT HISTORY

Sr QA Analyst | Sony Santa Monica | Playa Vista, CA Sept 2017 – Present

- Worked with Design and Production to generate and maintain bookmark checkpointing system
- Scripted auto bookmark run tool for QA to verify successful bookmark generation
- Created a script to auto generate playthroughs for test cases based on game progression constraints
- Liaised with Production and all other departments to ensure issues are resolved efficiently

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 for team use
- Trained and mentored new employees on team best practices and tools

Recruitment Support | Naughty Dog | Santa Monica, CA Aug. 2016 – Nov. 2016

- Scheduled and prepared on-site, Skype, and phone interviews for all departments
- Redesigned and updated recruitment documentation and candidate onboarding documents

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
- Lead Tester on two Uncharted 4 levels, designed test cases and helped maintain level stability
- 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

- Received Joseph C. Gabuzda Memorial Prize in Electrical Engineering
- Specialized in the Computer Science track of Electrical Engineering
- Related Courses: Digital System Design, Calculus III, Complex Variables