

ZACHARY SHEPHERD

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TITLES SHIPPED

Uncharted 4: A Thief's End | QA

SKILLS

Programming Languages | C#, Java, Assembly

Software | Maya, Unity, Perforce, DevTrack

EDUCATION HISTORY

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

EMPLOYMENT HISTORY

Quality Assurance Tester | Naughty Dog | Santa Monica, CA

November 2014 – Present

- Created tutorials for new Designers to easily adapt to our proprietary tools and practices
- Wrote a comprehensive guide for Designers unfamiliar with Maya so they can easily prototype levels
- Designed and implemented enemy NPC encounters for Uncharted 4 Co-Op prototypes
- Scripted camera position limitations to fix camera level escapes using Photo Mode
- Scripted appropriate categories for scene actors to hide via the Photo Mode “Hide Characters” tool
- Implemented AI Navigation Systems throughout U4 Single Player and Multiplayer
- Utilized proprietary developer tools to identify key issues affecting our current project
- 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
- Worked with Uncharted 4's Writer and Production Coordinator to implement game subtitles
- Liaised between the QA and Programming Departments to resolve crashes efficiently
- Trained and mentored new employees in time management and best practices

Electrical Engineer Intern | EN Engineering | Glen Burnie, MD

May 2012 – August 2013

- Managed projects from start to finish through design, budgeting, and employee management
- Assessed errors in BGE's electrical distribution network to provide the optimal solution
- Checked designs and drawings for quality assurance according to public and private standards
- Coordinated between multiple teams regarding multiple projects during any given day