

PROFESSIONAL SUMMARY

Detail-oriented game tester with a strong background in gameplay QA, bug tracking, and system-level testing. Passionate about improving user experience through rigorous quality assurance processes.

EDUCATION

Bachelor of Science in Computer Information Systems

Texas State University – San Marcos, TX
Graduated: 2019

Certifications

- ISTQB Certified Tester – 2021
- Mobile Game QA Workshop – 2020

Additional Information

- Member of Austin Game QA Collective
- Participated in alpha testing for "The Liminal Edge" (2024 indie launch)

SKILLS

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|------------------------------------|--------|
| JIRA & Bugzilla | Expert |
| Regression & smoke testing | Expert |
| Console and PC testing | Expert |
| Mobile game QA (iOS/Android) | Expert |
| Game mechanics analysis | Expert |
| Agile & Scrum methodology | Expert |
| Version control (Git) | Expert |
| Test documentation | Expert |
| Attention to visual/audio glitches | Expert |

EXPERIENCE

2021 - Now

QA Game Tester

Digital Void Interactive / Austin, TX

- Conduct comprehensive playtesting on upcoming PC and Xbox titles, meticulously identifying critical bugs, gameplay exploits, and progression blockers to improve the overall user experience.
- Write detailed test cases for new features and mechanics, work with developers to isolate and reproduce complex issues, and help prioritize bug fixes during weekly sprint planning.
- Participate in multiplayer stress testing events, flagging connection instability, cross-platform desync issues, and UI bugs that led to major improvements in network optimization.
- Review patch builds during pre-release phases, verifying resolved issues and confirming performance improvements on various hardware setups and display configurations.

2019 - 2021

Game Tester

PlayRight Studios / Round Rock, TX

- Executed manual and scripted test cases for iOS/Android mobile games across dozens of devices, focusing on hardware compatibility, battery performance, and in-game monetization functions.
- Logged reproducible bug reports with annotated screenshots and severity levels, contributing to streamlined communication between QA, development, and localization teams.
- Reviewed language packs and region-specific game content for translation accuracy, cultural appropriateness, and formatting alignment in 10+ supported languages.
- Supported off-hours testing during launch crunch periods, ensuring no regressions in build stability, and reducing last-minute defect reports by 18%.