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SKILLS

- Mobile Gaming
- Performance Testing
- Bug Tracking
- Unity Test Framework
- JIRA
- User Experience

EDUCATION

BACHELOR OF ARTS IN GAME DESIGN

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Increased player retention rates by 20% through quality improvements in game releases.
- Recognized for outstanding contributions to a game that achieved over 1 million downloads.
- Successfully led a project that reduced bug reports by 35% through enhanced testing processes.

Michael Anderson

LEAD MOBILE QA ENGINEER

I am a dedicated Mobile Quality Engineer with a strong background in gaming applications, having spent over 5 years in the industry. My passion for mobile gaming drives my commitment to delivering high-quality user experiences that keep players engaged. I specialize in performance testing and bug tracking for mobile games, ensuring that all releases are smooth and enjoyable.

EXPERIENCE

LEAD MOBILE QA ENGINEER

Epic Games Studio

2016 - Present

- Managed quality assurance efforts for multiple mobile game titles, ensuring high performance and user satisfaction.
- Developed automated test scripts using Unity Test Framework, decreasing testing time by 30%.
- Coordinated with game developers to identify and fix bugs prior to release.
- Conducted load testing to ensure applications could handle peak user demand.
- Mentored junior QA team members on mobile game testing techniques.
- Presented testing results to stakeholders, providing insights for future projects.

MOBILE QA TESTER

FunTime Games

2014 - 2016

- Performed comprehensive testing for mobile games across various platforms.
- Tracked and reported bugs using JIRA, ensuring timely resolution by development teams.
- Participated in brainstorming sessions for new game features and improvements.
- Executed regression tests for new builds to ensure stability and performance.
- Collaborated with marketing teams to prepare for game launches.
- Provided feedback on game mechanics and player experience to enhance quality.