MA

MICHAEL ANDERSON

Software Quality Engineer

📞 CONTACT

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📍 San Francisco, CA

🎓 EDUCATION

Bachelor of Arts in Game Development

Creative Arts University
2016

⭐ SKILLS

- Automated Testing
- Unity Test Framework
- Performance Testing
- Game Development
- Bug Tracking
- User Testing

🗛 LANGUAGES

- English
- Spanish
- French

Proactive Software Quality Engineer with 6 years of experience in the gaming industry. Expertise in quality assurance for game development, ensuring that products meet the highest quality standards before release. Strong background in both manual and automated testing, with a focus on functional and performance testing for gaming applications. Committed to enhancing user experience through rigorous testing and feedback incorporation.

💼 WORK EXPERIENCE

Software Quality Engineer   2020-2023

Gaming Dynamics Corp.

- Conducted functional and performance testing for multiple gaming titles, ensuring adherence to design specifications.
- Developed automated test scripts using Unity Test Framework to streamline testing processes.
- Collaborated with game designers and developers to identify and resolve gameplay issues.
- Participated in user testing sessions to gather feedback on game mechanics and user experience.
- Maintained testing documentation and defect tracking for all projects.
- Facilitated training sessions for new team members on testing tools and methodologies.

QA Tester   2019-2020

Epic Games Studios

- Executed manual tests for video games, identifying bugs and ensuring functionality across platforms.
- Assisted in writing test cases based on design documents and specifications.
- Collaborated with cross-functional teams to enhance game quality through rigorous testing.
- Participated in daily scrums to discuss testing progress and challenges.
- Provided input on user interface design based on testing outcomes.
- Documented testing results and reported defects to the development team.

⭐ ACHIEVEMENTS

- Contributed to the successful launch of three major gaming titles with zero critical bugs reported post-release.
- Recognized for outstanding performance with a 'Game Changer' award.
- Implemented an innovative testing procedure that reduced testing time by 20% while improving quality.