MICHAEL
ANDERSON

Test Automation Engineer

- San Francisco, CA
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Ambitious Software Test Automation Developer with 2 years of experience in the gaming industry, specializing in automated testing for video game applications. Passionate about quality assurance and dedicated to enhancing player experiences through thorough testing methodologies. Proficient in using automation tools such as Unity Test Framework and Playtest to improve testing efficiency.

WORK EXPERIENCE

Test Automation Engineer | GameDev Studio   Jan 2022 – Present

- Created and executed automated test scripts for game features using Unity Test Framework.
- Performed regression testing to ensure quality across game updates and patches.
- Collaborated with designers to identify and address gameplay issues.
- Maintained testing environments and organized test data for reproducibility.
- Engaged in playtesting sessions to gather user feedback for improvements.
- Participated in team retrospectives to discuss testing challenges and solutions.

Quality Assurance Tester | Pixel Games Ltd.   Jul 2019 – Dec 2021

- Conducted manual testing of various game titles, focusing on functionality and performance.
- Assisted in the development of test plans and documentation for QA processes.
- Provided feedback on gameplay mechanics and user experience.
- Tracked defects and issues using JIRA for timely resolution.
- Collaborated closely with the development team to ensure high-quality releases.
- Participated in team meetings to discuss project milestones and updates.

SKILLS

Unity Test Framework   Playtest   JIRA   Agile   C#   Game Testing

EDUCATION

Bachelor of Arts in Game Design   2020
Creative University

ACHIEVEMENTS

- Increased test automation coverage by 50% in key gaming projects.
- Received 'Best Newcomer' award for contributions to the QA team.
- Successfully tested and launched three major game updates with high user satisfaction ratings.

LANGUAGES

English   Spanish   French