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SKILLS

- Game Testing
- Bug Tracking
- Performance Testing
- Agile
- Collaboration
- Feedback Analysis

EDUCATION

BACHELOR OF ARTS IN GAME DESIGN,
CREATIVE UNIVERSITY, 2019

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Received 'Outstanding Intern' award for contributions during the internship.
- Contributed to a successful game launch that received high ratings.
- Improved testing efficiency leading to quicker release cycles.

Michael Anderson

GAME TESTER

Innovative Testing Specialist with 4 years of experience in the gaming industry. Passionate about delivering exceptional gaming experiences through rigorous testing and quality assurance. Proven expertise in identifying bugs and optimizing game performance across various platforms. Strong analytical and problem-solving skills, paired with a creative mindset. Experienced in collaborating with game developers to ensure alignment on product vision and quality standards.

EXPERIENCE

GAME TESTER

Epic Games Studio
2016 - Present

- Executed functional and regression testing for new game releases.
- Identified and reported bugs using proprietary bug tracking software.
- Collaborated with developers to troubleshoot and resolve gameplay issues.
- Conducted usability testing to enhance player experience.
- Participated in playtests and provided feedback on game mechanics.
- Contributed to a 25% reduction in critical bugs prior to launch.

QUALITY ASSURANCE INTERN

GameDev Co.
2014 - 2016

- Assisted in developing test cases for various game features.
- Performed exploratory testing to find potential issues.
- Documented test results and maintained issue logs.
- Worked with the QA team to ensure timely feedback on game builds.
- Learned and applied best practices in game testing.
- Recognized for outstanding performance during internship.