

## Work Experience and Projects

- Disney Interactive**, Palo Alto, CA – Mobile QA Tester Nov 2013 – Jan 2014
- Maintain bug database for multiple titles
  - Run BVT/BFT test suites using excel sheets and Testrail
  - Create and adjust test cases as project progresses
- Gazillion Entertainment**, San Mateo, CA – QA Tester May 2013 – Sept 2013
- Run smoke and change list tests daily on shipped title “Marvel Heroes”
  - Create and run test plans for new features
  - Work with developer’s on solving specific issues as they come up
- LucasArts**, San Francisco, CA – QA Tester July 2012 – April 2013
- Run smoke tests and test plans daily
  - Find, research, write up, and monitor bugs.
- Primer Labs**, San Francisco, CA – Level/Game Designer and 3D Modeler Apr 2011 – Mar 2012
- Map out and build levels for interactive digital environment for both learning and fun.
  - Asset modeling to fit the specific theme(s).
  - Work with coders on game mechanics to fit with learning theme.
- Fractal Games**, Hercules, CA – Level/Game Designer and 3D Modeler Oct 2010 - Mar 2011
- Develop games for mobile platform designing levels on paper and building them later in-engine for difficulty, time, and fun
  - Create game mechanics that worked on mobile platforms (accelerometer, micro-transactions).
  - Model/UV unwrap several key environmental pieces
- Tall Chair Inc.**, San Francisco CA - Level Design Intern Jan 2010 – Mar 2010
- Work on development of an iPhone game “Cowboys vs.Zombies”. \*(Shipped Title)
  - Focus on level design and asset modeling.

## Technical Skills

- **Maya 8.5-2012** -Modeling, rigging, texture mapping
- **Discreet 3D Studio Max 5** -Modeling and rigging
- **Unreal 3 Editor** -Importing assets, functionality testing on PC games
- **Unity Engine** -World Building, Script Editing
- **Zbrush 3.5 r2** -Sculpting
- **Photoshop** -Creation of art, web graphics, textures, image editing
- **Premiere** -Video editing
- **Perforce & Jenkins** -Database updating and monitoring
- **Various Project Management programs (Devtrack, Rally, Hansoft, JIRA)**
- High level of computer competence, both software and hardware

## Education

**The Art Institute of California - San Francisco**, San Francisco, CA  
Bachelor’s of Science Degree, Game Art & Design  
Graduation – March 25<sup>th</sup>, 2010