



MIA TAYLOR

Game Tester

✉ support@qwikresume.com ☎ (123) 456 7899 📍 Los Angeles

🌐 www.qwikresume.com

💡 SKILLS

3D modeling



Texturing and Animation



Bug Reporting



Test Case Design



Game Mechanics



🚀 INTERESTS

★ Surfing

🥋 Martial Arts

👥 Community Service

📝 Blogging

👊 STRENGTHS

⌚ Patience

🏔 Perseverance

📅 Planning

☀ Positivity

🗣 LANGUAGES



English



Mandarin



Swahili

🏆 ACHIEVEMENTS

🌟 Identified and documented over 200 bugs during game testing, leading to a 30% improvement in product quality.

🌟 Collaborated with developers to resolve critical game issues, resulting in a 15% reduction in post-launch defects.

🌟 Designed and executed comprehensive test plans for multiple game titles, ensuring adherence to quality standards.

👤 PROFESSIONAL SUMMARY

To obtain a position in the video game industry that places focus on level design, character modeling, and/or game design that utilizes principles of leadership and team work while cultivating abilities in level design, drawing, 3D modeling, texturing and animation.

💻 WORK EXPERIENCE

Game Tester

📅 May / 2022-Ongoing

Pineapple Enterprises

📍 Santa Monica, CA

1. Gathered information and kept detailed documentation. Have basic game knowledge.
2. Met and exceeded standards Be able to solve complex issues.
3. Completed work quickly and efficiently.
4. Worked effectively under pressure.
5. Able to test a lot of games and was able to pinpoint a few flaws which helped with releasing a high quality product later.
6. Responsible for reporting test and regressing failures using Microsoft's Visual SourceSafe.
7. Worked with developers to ensure resolutions are effective and do not cause new test failures, triage log files utilizing the Kernel debugger.

Game Tester

📅 May / 2020-May / 2022

Silver Lake Enterprises

📍 Seattle, WA

1. Skills Used High level of communication with coworkers.
2. Understanding of technology.
3. Team player.
4. Redmond, WA January 2009 to May 2009 Responsibilities: Using the WTT test harnesses, I was responsible for driving root cause investigation for Microsoft's Windows 7 operating system.
5. Became familiar with new automated test methods using, Terra.
6. The Terra system leverages the WTT test harness to manage and initiate test passes for Windows 7, delivering test results to the Windows Product Unit.

🎓 EDUCATION

Bachelor of Science in Game Design

📅 May / 2018 - May / 2020

University of California

📍 Santa Monica, CA

Focused on game development principles, including programming, design, and testing methodologies.