

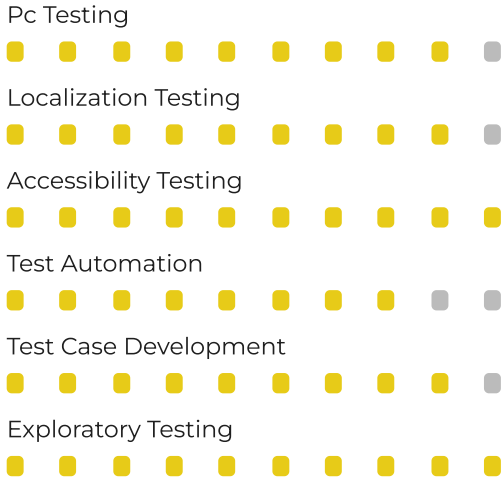


AVA DAVIS

Assistant Video Game Tester

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

SKILLS



INTERESTS

- 📖 Birdwatching
- 🧳 Traveling
- 🏀 Sports Coaching
- 🧶 Knitting

STRENGTHS

- 🔗 Pragmatism
- 🍃 Sensitivity
- ❤️ Sincerity
- ⚓ Stability

LANGUAGES



ACHIEVEMENTS

- ⭐ Identified and documented over 300 critical bugs, leading to a 20% increase in game quality ratings.
- ⭐ Successfully executed comprehensive test plans, ensuring timely game releases without major defects.

PROFESSIONAL SUMMARY

Accomplished Assistant Video Game Tester with 5 years of hands-on experience in quality assurance and gameplay analysis. Proficient in identifying, documenting, and resolving bugs while ensuring a seamless player experience. Committed to collaborating effectively with development teams to enhance game quality and deliver engaging products that captivate audiences.

WORK EXPERIENCE

Assistant Video Game Tester 📅 May / 2022-Ongoing
WidgetWorks Inc. 📍 Denver, CO

- Conducted rigorous testing of games across various platforms, developing a deep understanding of quality assurance processes.
- Identified, reproduced, and reported bugs with precision, ensuring comprehensive documentation for developers.
- Reviewed and verified the resolution of reported bugs, maintaining high-quality standards.
- Provided constructive feedback and critical analysis to enhance gameplay and user experience.
- Fostered a collaborative team environment by sharing insights and assisting colleagues with testing challenges.
- Documented and communicated any issues discovered during testing to ensure timely resolution.
- Participated actively in team meetings to discuss testing strategies and improve overall efficiency.

Video Game Tester 📅 May / 2020-May / 2022
Cactus Creek Solutions 📍 Phoenix, AZ

- Developed and executed detailed QA test plans covering functionality, performance, and gameplay balance.
- Assisted production teams in diagnosing issues, providing clear reproduction steps for faster resolutions.
- Performed daily regression testing to ensure the stability of game builds.
- Followed QA protocols and accomplished tasks as directed by QA leads, ensuring adherence to timelines.
- Maintained flexibility to work extended hours, including weekends, to meet project deadlines.
- Demonstrated strong communication skills in both verbal and written formats to enhance team collaboration.

EDUCATION

Bachelor of Science in Game Design 📅 May / 2018-May / 2020
University of Southern California 📍 Denver, CO

Focused on game mechanics, user experience, and quality assurance methodologies.