

Natasha Lee



QA Tester

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luvusagi.com

QUEST OBJECTIVE

To assist in making games more awesome by hunting down and regressing bugs. Utilize ability to collaborate with a team and create and perform scripted testing. Expound upon and create new testing methodologies.

PLAYER PROFILE

Lifelong gamer and on a quest to join an awesome team to develop epic games. Great party member, knowledgeable of the gaming industry and development pipeline. Very experienced with RPGs, and have played and tested on multiple platforms including mobile.

QUEST EXPERIENCE

RESPAWN ENTERTAINMENT

QA Tester

June 2016 - Present

- Uses knowledge of various QA testing methodologies including Ad Hoc and Scripted testing.
- Finds and reports bugs concisely using Bug Tracking Software.
- Communicate issues concisely, written or oral.
- Creates adequate regressions and complete work efficiently with deadlines.
- Tests in a fast-paced environment with frequent build updates

GAME DEVELOPERS CONFERENCE

Conference Associate

March 2014 - Present

- Maintains excellent customer service to ensure Attendees have the best conference experience possible!
- Uses knowledge of conference programs events and facilities to answer Attendees inquiries and assist media, speakers, and exhibitors.
- Exercises time management and teamwork to find solutions for issues that need to be resolved in very tight time constraints

AT HOME ALPHA/BETA TESTER

Tester

2009 - Present

- Researches various outlets for access to exclusive testing opportunities
- Uses knowledge of gameplay mechanics to discover and reproduce bugs in games of multiple genres and in various build stages
- Uses effective oral and written communications skills to find, document, and report bugs
- Maintains all Non-disclosure Agreements of unreleased games and content

ATTRIBUTES

Friendly	9/10
Energetic	10/10
Resourceful	8/10

SKILLS

Bug Tracking Software	Teamwork
Microsoft Office Suite	Organization
Adobe Creative Suite	Critical Thinking
Zbrush	Communication
Maya	VR Gaming
Unreal Engine	Unity Engine

SIDE-QUEST EXPERIENCE

CITY OF SANTA CLARITA

Rec. Leader II

2015 - Present

- Worked with Supervisors, and Rec. Leaders; organizing, preparing, and closing facilities, greeted customers, answered inquiries,
- Maintained updated form, logs, and reports and /or files for each program area

MONTEPELIER ART CENTER

Admin. Asst.

2010 - 2013

- Managed various databases, performed data entry, updated clientele information, updated schedules and listings.
- Assisted the Senior Staff with clerical duties
- Greeted and directed patrons, resolved customer issues and concerns.

EDUCATION

FULL SAIL UNIVERSITY

B.S. Game Art

Expected Graduation 2018

BOWIE STATE UNIVERSITY

Visual Media and Digital Arts

Completed 100 credits

2005-2009