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## Objective

To obtain a junior level designer position.

## Skills

- Maya, Photoshop, and After Effects
- Painter, Zbrush, and 3DS Max.
- DevTest and DevTrack.
- Unreal Script, Unreal Tournament III, and Hammer (Half-Life 2 editor)
- Microsoft Word, Excel, PowerPoint, Outlook

## Education

The Art Institute of California-San Francisco, San Francisco, CA  
B.S., Game Art and Design, December 2007

## Awards/Honors/Scholarships

The Art Institute of California-San Francisco, San Francisco, CA  
Honor Roll 2004 - 2007

## Experience

- 06/09 – 11/09    Electronic Arts, Redwood City, CA  
The Sims 3: World Adventures  
**Quality Assurance Tester**
- Worked with QA lead and Producer to find issues relating to tomb exploration in each tomb in all three worlds (Egypt, China and France).
  - Submitted any bugs into the database.
- SimAnimals: Africa DS  
**Quality Assurance Tester**
- Worked with developers to help identify bugs and approved that it was fixed in future builds.
  - Reported any issues with the game, including suggestions to improve tuning, art, and gameplay.
- 04/08 – 03/09    Electronic Arts, Redwood City, CA  
MySims Racing DS  
**Embedded Tester**
- Reviewed multiple builds of the game and documented any design suggestions.
  - Tested game to fine tune and help improve its quality.
- MySims Party Wii  
**Quality Assurance Tester**
- Tested and reviewed each build.
  - Figured out ways to improve the overall quality of gameplay.
- SimAnimals DS  
**Quality Assurance Tester**
- Tested the game and reported all issues into database.
  - Plant growth and animal growth/relationship tuning.

Sims 2: Apartment Life

**Quality Assurance Tester**

- Creatively tested the game for bugs, errors and gameplay flaws.
- Logged average FPS and performance results for all lots.
- Ensured that all gameplay features were working by following specific test cases.

Sims 2: Store

**Quality Assurance Tester**

- Downloaded various objects to test compatibility with Sims 2 games.
- Searched through the website for mis-categorized objects.

Sims 2: Ikea Home Stuff

**Localization Quality Assurance Tester**

- Localized testing for various languages.
- Checked every object and readme for corrupted text.

08/07 – 09/07

QQ Games, San Francisco, CA

AIM QQ Games Plugin

**Quality Assurance Tester**

- Tested games for bugs and any other problems
- Provided feedback to improve gaming experience
- Invited idle/new players and taught them how to play the games

03/07 – 08/07

Art Institute of California-San Francisco, San Francisco, CA

Zuquz Project

**Lead Level Designer**

- Converted a majority of the finished models from Maya to Hammer
- Fixed all models causing problems during conversion
- Directed level designers during production process

10/06-11/06

Digital Chocolate, San Mateo, CA

Avapeeps (Mobile)

**Quality Assurance Tester**

- Tested game for bugs, allowing for maximum performance
- Searched for spelling and grammar mistakes
- Reported all errors and bugs to lead/bug achieve