

# Matthew Surdej

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**OBJECTIVE:** Motivated candidate searching for entry-level position to utilize my skills

## SKILLS

- Game systems design and balancing
- Test plans creation and administration
- Great verbal and written communication skills
- Multiple platform experience
- High pressure work experience
- Agile Production
- Global Game Jam experience
- Version control
- QA testing
- Team collaboration
- Independently motivated
- Creative problem solver

	Advanced	Efficient	Fundamental
Languages		Actionscript, C#	Javascript, Blueprint
Software	Microsoft Office	Flash ,Photoshop, Logic Pro, SVN, Chili Project, Unity, JIRA, Unreal4	Maya, Unreal3, Visual Studio, Hansoft, Hammer, Creation Kit, Alchemy

## EDUCATION

**Champlain College**, Burlington, VT

*Bachelors of Science Degree in Game Design, May 2014*

- 3.4 GPA
- Member, IGDA and Champlain College Game Developers Association
- Dean's List, 2013
- Studied abroad for a semester in Montreal, Quebec

## WORK EXPERIENCE

February/2015- December/2015      *QA Tester*

**Vicarious Visions**, Menands, NY

- Worked as part of a team of quality assurance testers for AAA game company
- Created bug reports in JIRA, adding steps for reproduction and media
- Played the game in order to identify bugs and glitches
- Communicated with lead testers, designers and programmers on the project
- Helped to oversee daily tests on multiple platforms.

June/2013- August /2013      *Quality Assurance Intern*

**Arkadium**, New York, NY

- Worked as part of a team of quality assurance testers for game company
- Created bug reports in Hansoft, and ways to replicate the bugs
- Worked on a variety of projects
- Played the game in order to identify bugs and glitches
- Communicated with designers/programmers in my team

May/2012-November /2012 *Quality Assurance Tester*

**Lukewarm Media,**

- Worked as part of a team of quality assurance testers
- Created bug reports
- Analyzed gameplay
- Played the game in order to identify bugs and glitches
- Posted feedback on the appropriate forum

**PRODUCTION EXPERIENCE**

**Skylanders Superchargers,** February 2015-December 2015

Served as part of the Vicarious Visions QA Team on the fifth installment of the Skylanders franchise. I tested the game on numerous platforms, ranging from older consoles like the Xbox 360 to the newest version of the Apple TV. I created bug reports for the issues I found, and used video editing tools to document how I got the bugs. I communicated these issues to various members of the project, including designers, programmers, and even the CEO.

**SunBots,** September 2013- April 2014

Served as lead designer for this team of four, which grew to a team of eight later in the project, which was my final project for college. Players played a robot in space, collecting pieces of broken suns. Worked as a level designer, creating levels for the player to explore, as well as creating the game's audio sound effects and music. Also lead designers in the second half of production in refining our game. Submitted game for peer review and received positive feedback. Available on the Google Play Store at

<https://play.google.com/store/apps/details?id=com.TeamSupergeneric.SunBots>

**Release the Ninja,** June-August 2013

Served as part of the QA Testing Team at Arkadium on this mobile game, which was released on November 22, 2013 for Android and iOS. Tested the game on a variety of mobile platforms, created test cases and bug reports for the game, and worked with the designers and programmers to solve these bugs, and made sure that they didn't re-appear.

**Primal Carnage,** May-October 2012

Served as part of the QA Testing Team of Lukewarm Media on this PC game, which was released on Steam in 2012. Each week, I joined several testers in playing on the game's maps, finding bugs and other glitches. We also talked with the designers about new changes to the game, whether they were altering the layout of a map, or shifting the balance of characters. I also created feedback about the builds on the forum, submitting where I had found bugs, what I thought of the changes that had been made, and suggestions on what and how things could be improved.

**COMMUNITY SERVICE**

April/2002-Present

**Boy Scouts of America,** Goldens Bridge, NY

- Begun Scouting at age 10. Earned Scouting's highest rank, Eagle Scout, 2011.

**Community Center,** Katonah, NY

- Worked at the local community center for several summers.

**HOBBIES / INTERESTS**

- Enjoy reading, baking, playing video games, Magic: The Gathering, acting, drawing, painting and writing.