

Matthew Surdej

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Phone: (914) 539-5404

SKILLS

- Editors: Unreal 4, Unity, Hammer, Creation Kit, Alchemy
 - Scripting Languages: Unreal Blueprint, C#
 - Documentation: Level Design Documents, Game Design Documents,
 - Other: Agile Production, Perforce, Git, SVN, JIRA/Zephyr, Confluence, Microsoft Office
 - Game Design: Quest Design, Game systems design and balancing, rapid prototyping
 - Level Design: Level planning, white boxing, Maya
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WORK EXPERIENCE

Pipeworks Studios, Eugene, OR

Senior QA Analyst, QA Lead; December 2019 - Present

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- ✦ Worked as part of a team of testers for variety of projects, currently leading one
- ✦ Created bug reports in JIRA, adding steps for reproduction and media
- ✦ Created daily reports reporting bugs created and upcoming features
- ✦ Investigated the project on both mobile and console to identify bugs and glitches
- ✦ Communicated with lead testers, designers, and programmers on the project
- ✦ Acted as a Scribe for meeting, taking notes

Vicarious Visions, Menands, NY

Senior QA Tester; January, 2018-March, 2019

Destiny 2 – Warmind (PC, PS4, Xbox One)

- ✦ Worked as part of a team of quality assurance testers for AAA game company
- ✦ Delved into in game editor to find the sources of bugs.
- ✦ Sat in meeting to discuss projects needs with various designers, artists, and producers
- ✦ Created report outs of work read by multiple leaders on the project.
- ✦ Created and maintained test cases for the various game systems.

Epic Games, Cary, NC

QA Tester; June, 2016- December, 2017

Fortnite(PC, PS4, Xbox One)

- ✦ Worked as part of a team of quality assurance testers for AAA game company
- ✦ Created bug reports in JIRA, adding steps for reproduction and appropriate media
- ✦ Executed and maintained test cases
- ✦ Communicated with producers, designers and programmers on the project to fulfill needs.

EDUCATION

Champlain College, Burlington, VT Bachelors of Science Degree in Game Design -Member of Champlain College chapter of IGDA

OTHER- ISTQB Certified, Foundational Tester