

Kenechukwu Umelo | Quality Assurance Tester

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A detail-oriented QA Tester with a background in technical game design, tenacious for maintaining high quality across platforms and improving player experiences through rigorous testing, bug identification, and supporting bug fixing.

SKILLS:

LANGUAGES/SCRIPTING: C# (**Proficient**), C++ (**Basic**), HTML, Unreal Blueprints

SOFTWARE: Unity, Unreal Engine 4/5, Meta Quest, SteamVR, Visual Studios, MS 365

MANAGEMENT: Github, Perforce, Plastic, Trello, Notion, Confluence

TESTING TOOLS: Microsoft Excel, Google Sheets, Jira

PROFESSIONAL EXPERIENCE:

King Crow Studios | Programmer II

Mar 2022 - Dec 2023

B-52 VRTP

- Collaborated with a team of programmers to successfully transition the existing project to leverage the Unity XR toolkit tools.
- Tested the training simulation across different platforms to ensure gameplay stability and shared experiences for users.
- Joined weekly playtesting sessions with the team to reproduce several bugs within a network server with attention to detail.
- Supported troubleshooting bugs in specific training modules noted from post-playtesting sessions and QA recaps during scrum meetings to maintain high quality and polish.

Unreleased Multiplayer Project

- Contributed towards coding gameplay mechanics and systems with the collaboration of programmers to help improve player engagement.
- Supported playtesting game sessions with the team to note identified bugs and create test cases for player mechanics in Jira.
- Worked closely with quality assurance to communicate feedback and improvement plans for core minigame systems and internal testing tools to improve testing efficiency.
- Communicated any issues or bugs spotted in the engine with image capture evidence to both design and programming teams through Slack channels.

Lucid Dream VR | VR/AR Unity Developer

Aug 2021 - Feb 2022

Confidential Projects

- Tested and documented multiple applications across platforms such as PC, mobile devices, and VR weekly to maintain high quality using Microsoft Excel and Google Sheets as the bug-tracking database.
- Improved new user UI interactions and systems for training modules based on internal playtesting and client feedback suggestions.
- Image captured several training simulations and applications to support bug findings in written test cases for the programming team.
- Supported programmers with bug fixing by adapting to the custom UI framework tools created in Unity for customer experience applications and training modules.

GAMES:

Chaos Bumper | Solo Project

2024 - current, Unity Engine

- Rapid prototyped a 6-player top-down 3D bullet hell shooter in under 7 days, focusing on establishing the core game loop.
- Implemented a base controller class to allow ease for scripting Players and AI with how each traverses the scene, shoots/collects weapons, and respawns after death in the scene.
- Added particles, VFX, controller haptic responses, and animations to player controllers to give the matches a game feel and enhance immersion.

Erogultion | Quality Assurance Support/Programmer

2019, Unity Engine

- Spearheaded the project and quickly learned the SteamVR plugin tool to allow the VR headset to be open for use and playtesting for all team members, saving hours in early development time.
- Conducted quality assurance testing on the experience for six hours before the presentation to identify bugs and implement hotfixes.
- Documented identified bugs and issues in Microsoft Word and assigned several bug-fix requirements to the developers on the team.
- Scripted a debug tool in Unity to allow the team to display and track the frame rate through Unity Stats in the VR environment.

NOTABLE AWARDS

Patties! Around The World VR - Won "Best AR/VR Game" at 2021 Quinnipiac Game Design and Development Showcase

AR Calorie Counter - Presented at 2020 Techstars Start-Up Week at Sacred Heart University

EDUCATION

Quinnipiac University, Hamden, CT - BA in Game Design and Development

GameDev.tv Course - Unreal Engine 4 Blueprint Game Developer Online Course Completion Certification