Kaitlyn Moore
Test Analyst II

Phone: 817-773-7527
Email: kaiky.moore@gmail.com
Portfolio: https://www.kaikymoore.com/
Social: https://www.linkedin.com/in/kaitlynpatriciamoore/

SUMMARY

Test Analyst II who has tested for bugs and issues in three successfully launched games. Studied level design at The University of Texas at Dallas for three and a half years, and earned a Bachelor of Arts in Arts and Technology. Experienced with creating content in Unity, Unreal Engine, Maya, and Blender.

SKILLS

Level Design	Photoshop	Visual Studio C#	JavaScript	Game Testing
Unreal Engine	Maya	Blueprint	Jira	Console Testing
Unity	Blender	Java	Confluence	Regression Testing

WORK EXPERIENCE

Test Analyst II
2K Vegas Inc., Frisco, Texas
January 2025 – Present

- Tests new game builds on PC, Xbox Series X, and PS5 to search for bugs and issues.
- Analyzes newly discovered issues to determine a root cause and characterize.
- Documents issues on Jira to communicate the found issues in a concise, detailed report.

QA Analyst
Gearbox Software, Frisco, Texas
November 2022 – January 2025

- Tested new game builds on PC, Xbox Series X, PS5, and Nintendo Switch to search for bugs and issues.
- Analyzed newly discovered issues to determine a root cause and characterize.
- Documented issues on Jira to communicate the found issues in a concise, detailed report.

PROJECTS

Borderlands 4: Fall 2023 – Present

- Multiplayer First-Person shooter game in which players can explore the multiple regions of the open area world to defeat enemies and collect treasure.
- Worked as a Test Analyst II to test level design, mission functionality, and item / weapon functionality.
- Assisted in presenting a demo build of Borderlands 4 to an audience at Gamescom 2025 in Cologne, Germany.
- Continues to observe post launch patches and updates to ensure bug fixes and weekly events match the developers' intentions.

Borderlands 3 (Nintendo Switch): Winter 2023 – Fall 2023

- Nintendo Switch port of the multilayer first-person shooter game: Borderlands 3 (2019).
- Worked as a Quality Assurance Analyst testing the performance of the title on the Nintendo Switch, and compared the accuracy of the game's content to the original PC release of Borderlands 3.
- Observed the changes in level of detail for game assets to maintain a steady game performance while resembling the

Tiny Tina's Wonderlands: Fall 2021 – Spring 2023

- Multiplayer First-Person shooter game set in a tabletop role playing inspired world in which the player is guided by the main characters to defeat enemies and collect treasure.
- Worked as a Quality Assurance Tester to test level design, enemy behavior, and item / weapon functionality.
- The game released in March 2022, but I continued to test post launch content and micropatches for the game until the Spring of 2023.

EDUCATION

BA, Arts and Technology

The University of Texas at Dallas, School of Arts, Technology, and Emerging Communications
August 2016 – December 2019

CERTIFICATIONS

Unreal Engine 5 for Beginners:
Virtual Productions Basics
LinkedIn
January 2026

Unreal Engine: Creating Templates
for Visualization Projects
LinkedIn
May 2025

Game Design Foundations:
3 Pitch, Propose, and Practice
LinkedIn
February 2025

Game Design Foundations:
2 Systems, Chance, and Strategy
LinkedIn
January 2025

Game Design Foundations:
1 Ideas, Core Loops, and Goals
LinkedIn
November 2024

Unreal: Introduction to Lighting
LinkedIn
October 2024

Unreal Engine: Lunchtime Lessons
LinkedIn
August 2024

Unreal Engine: Game Terrain Techniques
LinkedIn
June 2022

Unreal: Blueprint
LinkedIn
February 2022

Unity: 3D Level Design
LinkedIn
September 2021

Cert Prep: Unity Certified Associate
Game Developer Scripting With C#
LinkedIn
July 2021

Learning Jira Software
LinkedIn
June 2021

Nail Your Software Tester Interview
LinkedIn
April 2021

Introduction to Game Design
Coursera
August 2020

Intermediate Object-Oriented Programming for Unity Games
Coursera
May 2020

More C# Programming
Coursera
April 2020

Introduction to C# Programming and Unity
Coursera
March 2020

ADDITIONAL WORK EXPERIENCE

QA Tester

Gearbox Software, Frisco, Texas

August 2021 – November 2022

- Tested new game builds to search for bugs and issues.
- Analyzed newly discovered issues to determine a root cause and characterize.
- Documented issues on Jira to communicate the found issues in a concise, detailed report.

Games Attendant

Main Event, Fort Worth, Texas

January 2021 – August 2021

- Completed customer prize point redemption sales at the prize counter, and provides assistance to create a positive customer experience.
- Restocked prizes in arcade machines when necessary, and monitors the cleanliness and state of each machine.
- Inspected the equipment used for setting up each Laser Tag session, monitoring and applying safety rules during gameplay when necessary.

Cashier (Seasonal)

Hobby Lobby, Fort Worth, Texas

September 2020 – January 2021

- Completed customer sales, responded to customer questions, and helped to create a positive customer experience.

Lifeguard

The University of Texas at Dallas, UREC, Richardson, Texas

May 2018 – December 2019

- Ensured the swimming pool area was clean and safe.
- Communicated with guests to help solve problems.
- Required to attend a four-hour training session each month to test knowledge, skills, strength, and stamina.
- Tested on lifeguard skills and knowledge before beginning.

Lifeguard

The Keller Pointe, Keller, Texas

June 2014 – August 2017

- Learned to handle situations under pressure in case someone were to be in danger.
- Ensured the swimming pool area was clean and safe.