

Kaitlyn Moore

Quality Assurance Analyst

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SUMMARY

Quality Assurance Analyst who has tested for bugs and issues in two 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

QA Analyst
Gearbox Software, Frisco, Texas
November 2022 – Present

- Tests new game builds on PC, Xbox Series X, PS5, and Nintendo Switch 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 Tester
Gearbox Software, Frisco, Texas
August 2021 – November 2022

- Tests new game builds 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.

PROJECTS

Borderlands 4
Working as a Quality Assurance Analyst.

Borderlands 3 (Nintendo Switch): Winter 2023 – Fall 2023
Nintendo Switch port of *Borderlands 3* (2019) which is a multiplayer first-person shooter game. Worked as a Quality Assurance Analyst testing the performance of the title on the Nintendo Switch, and comparing 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 original release.

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: Introduction to Lighting

LinkedIn

October 2024

Learning Jira Software

LinkedIn

June 2021

Unreal Engine: Lunchtime Lessons

LinkedIn

August 2024

Nail Your Software Tester Interview

LinkedIn

April 2021

Unreal Engine: Game Terrain Techniques

LinkedIn

June 2022

Introduction to Game Design

Coursera

August 2020

Unreal: Blueprint

LinkedIn

February 2022

Intermediate Object-Oriented Programming for Unity Games

Coursera

May 2020

Unity: 3D Level Design

LinkedIn

September 2021

More C# Programming

Coursera

April 2020

Cert Prep: Unity Certified Associate

Game Developer Scripting With C#

LinkedIn

July 2021

Introduction to C# Programming and Unity

Coursera

March 2020

ADDITIONAL WORK EXPERIENCE

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.