

Herbert Schmidt

Quality Assurance Tester

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LinkedIn: <https://www.linkedin.com/in/schmidth/>

Skills

Game Engines: Frostbite, Unity, Unreal 3, Unreal 4, Gamemaker
Development Tools: Perforce, DevTrack, Hansoft
Scripting: ActionScript 3, C#, Java, GML

Experience

VMC @ Electronic Arts Vancouver / QA Tester / Dev Support
June 2013 - PRESENT, BURNABY, BC

Searched for and reported issues. Drove testing effort and wrote test plans in team environment. Worked closely with developers and engineers to verify code and feature changes. Compiled, troubleshooted, and deployed builds.

Shipped Titles

FIFA 14	FIFA World Cup Brazil	FIFA 15
FIFA 16	FIFA 17	FIFA 18

VMC / QA Tester (Remote)

August 2012 - Nov. 2012, BURNABY, BC

Performed coordinated / ad-hoc testing through Skype. Reported issues and concerns to QA manager coordinating remote testing. Executed specific use-cases across a variety of projects.

Education

Art Institute of Vancouver / Associate Degree - Interactive Media Design

Oct. 2011 - March 2013, VANCOUVER, BC

Graduate of AI's Game Art & Design program. Gained proficiency and working knowledge of Unity, Unreal, and Maya. Developed teamwork and communication skills while learning development practices.

Chatelech Secondary School / High School Diploma

Sept. 2007 - June 2011, SECHELT, BC

Awards

Art Institute of Vancouver - Dean's Honour Roll - January 2012

Art Institute of Vancouver - Merit Award - Fall 2011

Chatelech Secondary School - English Literature Award - 2011