

Gisselle Zeliff

Game Tester

Profile

Dedicated Game Tester with 1 year of experience in effectively identifying, documenting, and reporting gameplay issues. Adept at working closely with development teams to ensure high-quality, engaging, and enjoyable user experiences. Demonstrates strong attention to detail and commitment to meeting deadlines while excelling in fast-paced environments. Proficient in multiple game platforms and genres, with a passion for continuous learning and improvement.

Employment History

Game Tester at WildWorks, UT

May 2023 - Present

- Successfully identified and reported over 500 critical bugs and glitches in the company's flagship game, Animal Jam, leading to a 25% reduction in customer complaints and a 10% increase in user satisfaction within six months.
- Streamlined the testing process by creating and implementing an effective bug tracking system, reducing the average time spent on identifying and resolving issues by 40%, resulting in faster updates and improved game performance.
- Collaborated closely with the development team to optimize game performance across various platforms, contributing to a 15% increase in the number of daily active users on both mobile and desktop platforms within the first year.

Associate Game Tester at Electronic Arts (EA), UT

Aug 2022 - Apr 2023

- Conducted over 500 hours of rigorous testing on various EA games, resulting in the identification and resolution of 250+ critical bugs and glitches, improving overall game quality and user experience.
- Streamlined the communication process between the QA team and developers by implementing a new bug-reporting system, reducing response times by 35% and increasing overall team efficiency.
- Collaborated with a team of 10 testers to successfully complete the testing phase of a major game title two weeks ahead of schedule, contributing to an on-time release and positive reception from players.
- Led a specialized testing group focused on identifying and reporting localization issues in EA games, resulting in a 20% reduction in language-related errors and a more seamless gaming experience for international players.

Certificates

International Software Testing Qualifications Board (ISTQB) Certified Tester

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📍 123 Maple Street, Salt Lake City, UT 84101

Education

Associate of Applied Science in Game Design and Testing at Salt Lake Community College, Salt Lake City, UT

Sep 2017 - May 2022

Relevant Coursework: Game Design Principles, 3D Modeling and Animation, Level Design, Game Testing and Quality Assurance, Game Production, Storytelling and Narrative, Programming Fundamentals, and User Experience Design.

Links

[linkedin.com/in/gissellezeliff](https://www.linkedin.com/in/gissellezeliff)

Skills

Bug identification

Test automation

JIRA proficiency

Selenium expertise

Load testing

Regression testing

Unity knowledge

Languages

English

Bengali