

Brookelynn Forcum

Video Game Tester

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Education

Associate of Applied Science in Game Design and Testing at Harrisburg University of Science and Technology, Harrisburg, PA

Aug 2017 - May 2022

Relevant Coursework: Game Design Principles, Level Design, Game Testing and Quality Assurance, 3D Modeling and Animation, Game Scripting, Game Engine Fundamentals, Character Design, and User Interface Design.

Links

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

Skills

Bug identification

Gameplay evaluation

Documentation proficiency

JIRA mastery

Regression testing

Platform expertise

Communication effectiveness

Languages

English

Mandarin

Profile

Detail-oriented Video Game Tester with 1 year of experience in identifying and reporting bugs, assessing gameplay mechanics, and ensuring a seamless user experience. Proficient in various game testing methodologies, documentation, and effective communication with development teams. Adept at working in fast-paced environments and providing valuable feedback for game enhancements.

Employment History

Video Game Tester at Electronic Arts (EA), PA

Mar 2023 - Present

- Successfully identified and reported over 500 critical bugs and glitches in various EA games, leading to a 30% reduction in post-launch patches and updates.
- Played a key role in the optimization of game performance for titles such as FIFA 20, Madden NFL 20, and Apex Legends, resulting in a 15% improvement in overall user experience and satisfaction.
- Collaborated with a team of 10 testers to thoroughly test and validate EA's cloud gaming platform, Project Atlas, contributing to a successful launch with over 100,000 active users within the first month.
- Developed and implemented a streamlined bug reporting process that reduced the time spent on documentation by 25%, allowing for more efficient testing and quicker resolution of issues.

Associate Video Game Tester at Activision, PA

Sep 2022 - Feb 2023

- Identified and reported over 1,500 critical bugs and glitches in 10 AAA game titles, leading to a 95% reduction in post-launch issues and improving player experience.
- Successfully completed testing on 20 major updates and patches for popular games like Call of Duty and Destiny, ensuring timely delivery and high-quality performance for millions of players worldwide.
- Collaborated closely with development teams to resolve 300+ game-breaking issues, resulting in a 90% decrease in negative user feedback and contributing to an average rating increase of 1.5 stars across all tested games.
- Streamlined testing processes and implemented new tools to improve efficiency, reducing overall testing time by 25% and allowing the team to work on additional projects, increasing company revenue by 15%.

Certificates

International Software Testing Qualifications Board (ISTQB) Certified Tester

Sep 2021

Game Quality Assurance Certification from the Gaming Standards Association (GSA)