

Carson Mishoe

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CAREER OBJECTIVE

Project Technician and Quality Assurance (QA) analyst with a background in game testing and programming. Skills in QA, IT, technical knowledge, problem solving and ability to work with a diverse team. Long time gamer and member of the FGC with deep knowledge of game design, strategies, and genres. Wanting to apply my QA and technical skills at your company to drive quality upstream.

SKILLS/GAMES

Tools: Jira, Confluence, Selenium, Office 365, Unity, Slack, Android Debug Bridge (ADB), Github

Games: Final Fantasy 7 (Favorite Game), Overwatch (Grandmaster), Final Fantasy XIV (Raider)

Skills/Languages: Agile, Quality Assurance, Project Management, FPS Games, Java, JavaScript, Triage

EXPERIENCE

Amazon, San Jose, CA

Project Technician, Contract, July 2022 – January 2023

- Managed both QA and Logistics programs on the Trial team with Agile methodologies providing feedback and documentation for 2 different products while working with the development team.
- Met during our daily sync to triage and review bugs submitted via Jira and prioritize which ones should be re-tested and confirming ones that will require format changes or review.
- Performed ad hoc checklist based and exploratory test cases while providing documentation on results through spreadsheets and Jira.
- Updated Jira tickets and performed confirmation testing on certain tickets to confirm that the defect has been removed.

ATOS Supporting Northrop Grumman, San Jose, CA

Desktop Support Specialist, Contract, March 2022 - July 2022

- Managed the IT needs for 2 locations for Northrop Grumman providing support such as reimaging computers, hardware repair/replacement, mobile/PC device support.
- Sought out how to improve processes for the site such as providing Standard of Procedures (SOP) and training documents to my clients so they would be able to do their job more efficiently.

Various Game Studios

Play tester and Bug Reporter, Freelance, 2020 - Present

- Officially play tested for two games, Genshin Impact (Hoyoverse Studio) and Project Loki (Theorycraft Studio) providing thorough feedback on new features as well as submitting bugs during playtests.
- Unofficial Bug Reporter for Indie games to support the team such as Omega Strikers (Odyssey Entertainment) or Deep Rock Galactic (Ghost Ship Games).
- In reporting bugs, I have built a relationship with the teams and can communicate effectively to figure out exactly what format they would like me to submit bugs to benefit them.

EDUCATION/CERTIFICATIONS

SOUTH PUGET SOUND COMMUNITY COLLEGE Olympia, WA

Associate in Arts (A.A.) General Candidate (Graduated March 2022, 3.86 GPA)

ISTQB Certification

ISTQB Foundation Level Certification (Achieved October 2022)

ISTQB Expert/Agile Level Certification (In Progress!)