

TIMOTHY W.W. CASE

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- Over five years of experience testing videogames (and a lifetime playing them).
- Familiar with project lifecycles, common methodologies, and development practices.
- Proficient with creativity software and development software of various kinds.
- Dawson College Independent Video Game Design program graduate.
- B.A. in Creative Writing from Concordia University.
- Varied and extensive publication history both online and in print. (see my literary CV [here.](#))
- Detail oriented.
- Strong interpersonal teamwork skills and ability to work independently.
- Experience working under tight deadlines, meeting quotas, working overtime, etc.
- Foaming at the mouth to get a bite at a good game writing job!

Background:

I've been writing things down as far back as I can remember and playing games for almost as long. Those two things, writing and games, have been and still are central to my identity. I remember vividly the first time I played Super Mario Bros. on the NES. I first started working in video game Quality Assurance in the summer of 2012, and absolutely hated it. I had been so eager about the prospect of being involved in making games that I was blind to the reality of what a lot of that job entails. But I persevered and continued to work in Functionality QA while I finished my degree in Creative Writing at Concordia. During my time there I was also Treasurer of the student English association, published multiple articles, poems, and short stories in both local and national publications, and was exposed to a great deal of excellent teaching and fantastic literature. I also enjoy volunteering and over the past years have spent some of my time doing so in promotion of adult literacy, poverty alleviation, and community arts and culture. I also like to bake, read, and snowboard, though not necessarily in that order. Willing to consider relocation.

Thanks again, sincerely, for considering me and I hope to hear from you soon.

Kind regards,

Tim

Functionality Quality Assurance Testing for Video Games

Square Enix

July 2020-Present

- AdHoc/Destructive Bug Testing
- Live Game Bug Investigation and Reproduction
- Regression
- Record Keeping/Issue Tracking
- Public Issues Tracking
- Currently work on PS4, PC, and Stadia platforms but familiar with several others as well.

Functionality Quality Assurance Testing for Video Games

Babel/KWS Montreal

May 2015 – August 2017

- AdHoc/Destructive Bug Testing
- Regression
- Test Case execution and up to date record keeping
- Performance Testing (Network, Hardware), Smoke Testing
- Clear and accurate Bug writing, client feedback

EDUCATION

A.E.C. (Attestation d'Etudes Collegiale)

Independent Video Game Design

Dawson College

2018-2020

Bachelor of Arts, Major Creative Writing

Concordia University

2014-2017

LINKS

[Gaming Portfolio Website](#)

[Literary Portfolio Website](#)

[LinkedIN Profile](#)

SKILLS

Writing - Proofreading - Editing - Copy Editing – Copywriting - Quality Assurance -
Mobile Games - Video Games - Testing - Game Design

Tools & Technologies

Microsoft Office Suite - Atlassian JIRA – DevTrack - TestRail - Sourcetree - Github,
C# - Unity - Autodesk 3ds Max – Substance Painter - Confluence

Interpersonal Skills

Customer Service – Soft Skills - Customer Support - Teamwork

REFERENCES AVAILABLE UPON REQUEST