

CRAIG SIMON

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Career Highlights

- Six years of extensive experience in the video game industry, contributing to the success of some of Electronic Art's most popular titles including the Dead Space franchise.
- Exceptional team leader responsible for managing schedules and test plans.
- Diverse experience working with Engineers, Artists, Producers, and Development Managers
- Strong track record of providing recognized customer service to development partners.

Software Proficiency: Microsoft Visual Studio, Project, Excel, PowerPoint, Perforce, Devtrack, Photoshop, Visio, Captivate, MS Movie Maker, Visceral Development Software, Fraps, Xbox 360 XDK, PS3 ProDG, Frostbite 2, Hammer SDK, Unreal Editor 3, and QERadiant, PHP, HTML, CSS.

Career History

Quality Assurance, Electronic Arts, Redwood Shores, CA

12/06 – Present

Quality Analyst II

- Manage, track, and schedule development test requests to 100% completion.
- Identify weaknesses and bottlenecks in processes and create unique solutions. For example, build distribution was costing each person 30 minutes per day. I collaborated with one of our engineers to develop an automated solution that resolved this by 100%.
- Create HTML documentation including: design docs, coverage planner/tracker, tutorials, setup guides, and data delivery tools that are utilized daily by embedded and outsourced QA teams. These increase QA efficiency and in addition give QA access to technical information that is added to bug reports to make it easier for development to find the root cause of issues. Many of these tools and design doc content pages update daily via automated scripts to display the latest data based on changes in Perforce (i.e. level map diagrams). The QA coverage tracking page is used in weekly Development Management meetings to examine what areas of the game are being covered by QA and how heavy the coverage is.
- Supervise and mentor embedded Analysts and work closely with outsourced QA teams.
- Create and implement test plans that clearly explain test approach to QA and Development.
- Foster inter-studio information sharing by driving recurring QA Analyst meetings, creating and maintaining forums, and email distribution lists. This ensures that all knowledge possessed by one team is known and can be used by all other teams.
- Manage game and documentation assets to ensure that they reside in an organized structure.
- Give early design input that inspires compelling gameplay.
- Assisted with level design scripting, trouble shooting, and bug fixing on Dead Space 2.
- Seek and grant approval for disc builds to QA and Development members

Previous QA projects

- Dead Space 2/ Dante's Inferno: provided highly technical QA support for development tools
- Dead Space/ Godfather 2, Dante's Inferno: Managed tasks and schedules for 25 member Embedded QA test team
- EA Language QA PC Laboratory: Designed and constructed 20 laboratory capable of testing titles in more than 10 languages.
- The Godfather, Hellgate: London, The Simpsons, and Spore. Performed creative and structured testing on: Xbox 360, Nintendo Wii, PlayStation3, and PC.

Education

BA Economics, San Diego State University – 2004

AA Liberal Arts and Sciences, Cabrillo College - 2002

Dean's List | Team Captain - California State Champion Football Team for Two Consecutive Years