Scott Little

# Objective

Assisting in the creation of fun, engaging, and memorable gameplay experiences that bring joy to a world that needs it.

# Skills

**Game Design** **Programming**

Chicago, IL

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## Engines

* Relish critiques and feedback
* Game system design, implementation, and balancing
* Intuitive UI/UX design
	+ C++
	+ C#

## Software

* Unity Engine
* Unreal Engine 5
* Creation and upkeep of game documentation
* Utilizing playtest feedback to influence design decisions
* Organizing internal/external playtesting sessions
* Always ecstatic to learn and grow as a designer
* Dedicated to quickly developing new skills and taking on new information
* Strong capability to see and attack issues from different viewpoints
* Adobe Photoshop & Illustrator
* Maya, 3DS Max, Blender
* Microsoft Office & Google Docs
* Toon Boom Harmony
* Visual Studio
* GitHub & Perforce
* Jira & Confluence
* TestRail

# Experience

**Wargaming Chicago-Baltimore - *World of Tank: Modern Armor (Console)***

* + - ***Quality Assurance Tester (March 2021 – February 2023)***
			* Find, report, and test fixes for bugs in-game and in the tools used for testing.
			* Utilize soft skills to effectively communicate and closely collaborate with QA Leads, Producers, Artists, Engineers, and Designers.
			* Write descriptive defect tickets, discovered through focused test cases, exploratory testing, and player reports on social media and in the Discord server.
			* Edit xml and python scripts for deployment to the server for testing.
			* Collaborate with an amazing team to test new version releases and weekly maintenance updates to help ensure smooth product and patch releases.
	+ ***Quality Assurance Lead (February 2023 – Current)***
		- Organized version update content checks to ensure all elements met production standards, as well as daily branch and build tests
		- Built test pass content using TestRail along with maintaining and updating older test steps to match current documentation for over 2400 cases
		- Conducted one-on-one mentoring with a team of six reports across offices and directed skill learning and development for a team of 27 testers and analysts.
		- Prioritized and triaged ticket work across multiple offices and departments globally for all disciplines

**Quality Assurance Tester**

 **Quality Assurance Lead**

## Howard Area Community Center

* + ***Intern*** *(October 2019 - March 2020)*
* Lead a team of youth in the development of an interactive VR experience using the scrum agile development process.
* Assist with the development of 3D assets using Blender.
* Submit daily reports regarding completed tasks.
	+ ***STEM Instructor/Mentor*** *(April 2020 – December 2022)*
* Develop a custom learning curriculum based on the individual students’ needs.
* Construct and issue quizzes and assignments.
* Provide live coding demonstrations.
* Conduct class remotely and stream working in UE5 using Discord.
* Submit daily reports regarding individual student progress.

**Junior Game Design Intern**

**C++ Instructor/Mentor**

# Education

**Columbia College Chicago**

* + - Bachelor of Arts in Game Design & Development *(Graduated 2020)*