

PAUL D QUINONES

Software Engineer - Game Development

Pflugerville, TX - (646) 369-6235 - pauldquinones@gmail.com

<https://www.linkedin.com/in/pauldquinones-software-engineer/> - <http://www.pauldquinones.com/>

PROFESSIONAL PROFILE:

Analytical Software Engineer with experience working in Automation, Test, and Game Development. Seeking to leverage experience developing games and software using C#, Unity, HTML, CSS, and JavaScript. Worked within a variety of roles spanning from Games Quality Assurance to Game Developer.

CORE COMPETENCIES:

Languages:

C#

C++

HTML

JavaScript

CSS

SQL

Java

Technology:

Unity

Git

AWS

APIs

Visual Studio

Android Studio

Selenium

Technical:

Game Development

Quality Assurance

Test Engineering

Test Driven Development

Object Oriented Programming

Automation Engineering

Mobile Development

EDUCATION:

Pace University, *White Plains, NY* — 2007 - 2009

Computer Science, Master of Science

Relevant Courses: Unreal Programming, Artificial Intelligence, Intelligent Agents, Software Reliability

Manhattanville College, *Purchase, NY* — 2003 - 2007

Computer Science + Studio Art, Bachelor of Arts

Coursera — 2018 - 2019

Unity Certified Programmer Exam Preparation

GAME DEVELOPMENT EXPERIENCE:

Shadow Keep Studios, New York, NY — 2011 - 2012

Game Developer, Freelance

- Programmed codebase and placed assets using C# and the Unity game engine to build out the game Mutton Math that was commercially released on iOS and Android.
- Built out game base for an unreleased top down game in Unity using C# that included player controls, collision detection, and basic enemy AI.

XS Games, New York, NY — 2008 - 2012

Senior Quality Assurance Lead Analyst

- Communicated with developers using Jira and other tracking systems to ensure bugs were prioritized and passed Technical Requirements testing for 5 commercially released titles on consoles and iOS.
- Improved the turnaround times on regression testing through the creation of daily builds to ensure QA analysts were in step with development teams.
- Trained junior testers on how to perform Technical Requirements testing for Nintendo and Sony platforms that allowed for quicker turnarounds on testing of builds.

Technical Quality Assurance Lead Analyst

- Analyzed 6 commercially released titles against Sony and Nintendo Technical Requirements documentation to prevent potential manufacture delaying faults.
- Planned test cases for Quality Assurance Analysts that prevented any potential issues from delaying release on 4 commercially released console titles.
- Improved success rate of console manufacturer checks through the review of test cases and scenarios alongside the Quality Assurance Director.

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Quality Assurance Analyst

- Executed tests cases and scenarios from Quality Assurance Leads to discover potential faults in 5 commercially released game console titles released on Nintendo and Sony hardware.
- Increased available time for discovering new faults by efficiently performing retesting and regression tests on new builds to verify previously reported issues were resolved.
- Documented hundreds of critical faults discovered and reported to Quality Assurance Leads that prevented delays in shipping of console titles.

SOFTWARE ENGINEERING EXPERIENCE:

Eyeview Digital, Austin, TX (Remote) — 2014 - 2020

Software Engineer in Automation

- Automated creation for thousands of campaign components on the internal platform by developing an automated job that pulled Salesforce API data and used Java to push the information to platform APIs.
- Improved the ability to drive performance by the operational and analytics teams that allowed for increase ROI through tools and dashboards built using Java, HTML, CSS, JavaScript, MySQL, and PHP.
- Optimized Integration Engineers code deployments through Github by collaborating with Devops to migrate code from local machines over to AWS services such as RDS and EC2.
- Created a culture for pushing quality code on the Client Integration team through the development of better test processes and the ability to test code thoroughly before pushing to production environments.
- Coordinated with Client Integration managers on training and hiring requirements for the onboarding of several Integration Engineers that stayed with the company a minimum of two years.

Client Integration Engineer

- Generated millions of customized video ad versions through the development of code and scripts using Java, Selenium, and various types of partner REST APIs.
- Launched hundreds of campaigns by working Creative and operational teams to verify data generated in videos passed format and content testing.
- Standardized creation of custom maps that removed the need for the Creative team to manually edit maps by developing a Location Toolset built using Java, HTML, and the Bing API.

Ziff Davis, New York, NY — 2013 - 2014

Technical Account Manager, Ad Operations

- Improve QA process for dozens of custom ad units through the creation of web based tools using HTML, CSS, and JavaScript to emulate campaigns before launch on owned sites.
- Built out hundreds of custom ad units for launch on campaigns through the development of HTML snippets and assisting the development team on the launch of new advertising slots on owned sites.

Sony DADC, New York, NY — 2012 - 2013

Onboarding Engineer

- Migrated dozens of partners over to the DDEX content distribution system by working with partners on implementation of DDEX XML specification and running SQL queries to verify proper integrations.
- Reduced time by 90% to generate XML files for iTunes content delivery through the development of tools using C# that would generate files with simple user inputs.

ACHIEVEMENTS

Global Game Jam 2019 Highest APM Award

- Decor Hero: First Person Furniture Decorating Game - Solo Developer

Global Game Jam 2010 Best at Location Award

- Deceptive Platformer: 2D Platformer - 2D Artist / Designer