

IAN BARNISKIS

13225 MEADOWOOD TRAIL NW, APT. #89, COON RAPIDS, MN 952-594-5235 | I.BARNISKIS@GMAIL.COM

OBJECTIVE:

Dedicated Software Test Engineer with a relentless passion for delivering top-notch quality assurance in the Video Game Industry. Adept at test planning, bug tracking, and leading high-performing teams. Eager to leverage my expertise and contribute to the success of a dynamic gaming organization. Additionally, I aspire to transition into a role as a video game producer, where I can help shape the creative and strategic aspects of game development while ensuring the highest level of quality throughout the production process.

SKILLS:

- **Strategic Game Testing:** Proven ability to create and execute meticulous test plans tailored to the unique challenges of the gaming world.
- **Bug-Hunting Mastery:** Exceptional skills in tracking, documenting, and reporting bugs with precision and efficiency.
- **Team Captain:** Proficient team leadership and collaboration, with a focus on fostering excellence among team members.
- **Agile Gaming:** Expertise in implementing Agile and Scrum methodologies to streamline game development and testing.
- **Cutting-Edge Tools:** Proficient in industry-standard quality assurance tools such as Jira and DevTrack/DevTest.
- **Development Ecosystems:** Experienced in Azure DevOps, Fiddler, and Trello Boards for seamless integration into game development pipelines.
- **Communication Savvy:** Strong communication and presentation skills for effective cross-functional team interactions.
- **Detail-Oriented:** A sharp eye for detail and an analytical mindset to ensure pixel-perfect gaming experiences.

EXPERIENCE:

Software Test Engineer (STE) II | Experis – Tempe, AZ (Remote) | June 2022 – Current

- Collaborated closely with 343 Industries and Microsoft, contributing to the creation of comprehensive test cases for cutting-edge gaming features.
- Authored comprehensive reports and managed Personally Identifiable Information (PII) associated with crash data, necessitating adherence to Microsoft Securities Trainings protocols.
- Spearheaded the development and execution of meticulous test plans for Halo: Infinite playlists, ensuring exceptional quality.
- Demonstrated adaptability and continuous learning by mastering Azure DevOps, Fiddler, Scrum, Agile, and Windows 11 in an iterative development environment.

IAN BARNISKIS

13225 MEADOWOOD TRAIL NW, APT. #89, COON RAPIDS, MN 952-594-5235 | I.BARNISKIS@GMAIL.COM

Technical Recruiter | York Solutions – Brooklyn Park, MN | March 2022 – May 2022

- Acquired a deep understanding of diverse tech stacks, including .NET, Java, DevOps, and Product Owner roles, enhancing my ability to recruit top talent in the gaming industry.
- Leveraged Trello Boards, Bullhorn, Excel, OneNote, and PowerPoint to meticulously track and evaluate candidates.
- Showcased persuasive communication skills in external and internal role selling, underscoring my ability to build high-performing gaming teams.

Surveillance Investigator | DigiStream Investigations – Edina, MN | November 2021 – March 2022

- Applied investigative skills to conduct surveillance operations, employing driving records and social media searches to locate subjects.
- Maintained meticulous documentation of subjects' activities, ensuring precise reporting.
- Demonstrated quick thinking, adept driving skills, and seamless teamwork in two-person assignments, qualities valuable in fast-paced gaming environments.

Senior QA Tester | Activision QA Minnesota – Eden Prairie, MN | October 2019 – July 2021

- Provided stellar leadership to a team of testers, offering guidance and innovative solutions to overcome testing challenges.
- Collaborated seamlessly with external development teams, including Beenox, Raven Software, and Toys for Bob.
- Contributed significantly to testing process improvement through bug creation and editing, as well as active involvement in testing tool development.
- Proficiently managed test activities using Jira, Confluence, Kanban, DevTrack/DevTest, and Microsoft Office Suite, optimizing testing efficiency.

QA Tester | Activision QA Minnesota – Eden Prairie, MN | September 2017 – October 2019

- Excelled in reporting issues encountered during testing through effective verbal and written communication.
- Conducted rigorous manual testing in a Black Box environment, ensuring exhaustive coverage.
- Demonstrated technical proficiency with a variety of gaming equipment and consoles.
- Showcased in-depth knowledge of PC hardware and its influence on game testing.

IAN BARNISKIS

13225 MEADOWOOD TRAIL NW, APT. #89, COON RAPIDS, MN 952-594-5235 | I.BARNISKIS@GMAIL.COM

EDUCATION:

Southern New Hampshire University:

- Pursuing a Bachelor of Science in Game Programming and Development, continually honing skills to excel in the ever-evolving Video Game Industry.

REFERENCES:

Available upon request.