



Skywind Application

TESRenewal Username: Professor Time For Bed

Country of Residence: United States

Timezone: UTC -06 (Central Time)

Interested in: [QA]

Level of Commitment: Somewhat active

Skills and Experience: Experience:

- 5.5 years professional QA experience, ~2.5 years of which was spent as a tester & lead tester at Activision, where I worked on nearly 40 Xbox 360 & Xbox One titles.
- Currently employed as a QA Specialist at a digital marketing agency where I test websites, mobile applications, interactive physical installations, marketing emails & analytics for a laundry list of clients including Nike, Disney, American Express, 3M, and US Bank (to name a few).

Knowledge of Papyrus:

I know what it is and that's about it. So you don't want me going near it (at least not for quite a while).

Experience using console commands:

Highly proficient with any commands used to directly manipulate game mechanics, less proficient in commands used to directly manipulate the game engine. But nothing I can't brush up on quickly.

Knowledge of original Morrowind game:

Substantial in that I've played through it several times, though it has been a few years since my last playthrough. I'm not an expert on all the obscurities and/or intricacies of the lore but I'm competent enough, and I own the game and have internet access which can fill in any gaps.

Availability:

Varies. My workload often spikes up and down with little to no advance notice (the life of QA), but I'd like to think I can put forth 4-5 hours per week at minimum, potentially as high as 20 hours/week. I'd love to contribute in any way I can, and I respect the time and effort put in by the rest of the team. I'll do my best to communicate any scheduling conflicts as early as possible. I don't want to let you guys down or hold back the project by biting off more than I can chew.

Other:

- I'll do just fine using any bug tracker you can throw at me (Experience w/Devtrack, JIRA, Bugzilla, Trello, Assembla, and others). When you work in the agency world you use whatever systems your clients require and make it work.

- Experience leading a local team of 20+ testers within a multi-national distributed QA department numbering in the hundreds, working on multiple full retail console releases simultaneously. I have also worked as the sole QA member at my current employer; so I have experience working

in large and small teams in high pressure environments.

- The number of bugs I've observed, reported, reviewed, re-tested, researched, and managed is in the hundreds of thousands (but I try not to think about it).
- Some performance/load testing experience using jMeter and LoadUI (not that either of those tools would be directly applicable here).
- Some familiarity with the CK, but not in creating original mods or assets. I tinker with what's already there or fiddle with mods created by people more talented than myself. I've linked to my Steam screenshots simply to demonstrate this basic familiarity - I can't claim any of the mods or assets in those images as my own.

Proof of Skill(s): <https://www.linkedin.com/in/chrisgoldammer>

Proof of Skill(s):

<http://www.mobygames.com/developer/sheet/view/developerId,499229/>

Proof of Skill(s):

<http://steamcommunity.com/id/lloydchrist/screenshots/?appid=72850&sort=newestfirst&browsefilter=myfiles&view=imagewall>