

# ERNEST J. WALKER III

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## **SKILLS**

- Autodesk Maya: Asset and World Creation.
- Photoshop: Texture creation/touch-ups and creating initial concept drawing for assets.
- Unity: Uploading and laying out asset to build environment scene.
- Zbrush: Creating high-poly assets for transfer surface detail for game ready low-poly assets to use in game.
- Oculus Medium: Creating freeform high-poly sculpting for concept.

## **WORK EXPERIENCE**

### **Software QA Tester**

Q Analysts LLC (OCULUS)

*Aug 2019 – Present*

Currently working with a QA Team at the Menlo Park location of Oculus to test the VR app "Oculus Venues".

#### Responsibilities:

- Conduct black and grey box testing for potential bug issues within the app.
- Edit and add test cases to the main test plan to prepare for the next initial release.
- Attend developer meetings for future sprint planning for upcoming releases.

### **Software QA Tester (Art QA)**

Q Analysts LLC at OCULUS (Oculus Medium Team)

*Aug 2017 – Aug 2019*

Worked alongside the in-office QA Team in which later became the sole Senior QA tester, to test the VR 3D sculpting app "Medium" for both the Oculus Rift and Rift S platforms. While testing this app, both of my skills sets for QA and 3D modeling knowledge were used to help assure the overall quality of the app.

#### Responsibilities:

- Worked directly alongside a small team of Engineers, Artists, Producers, Marketing, and Product Management to assist with testing features for a Virtual Reality 3D sculpting application for potential bug issues.
- Utilized use of 3rd party 3D applications such as Maya, 3D Studio Max, Blender, Marmoset, Zbrush, Unreal Engine 4, and Unity for export/Import pipeline testing.
- Work within an agile/scrum work setting attending daily stand ups in preparation for testing upcoming pre-release builds within the next development sprints.
- Created and completed test runs while assisting in managing our entire test plan in preparation for RC builds before scheduled release.
- Actively respond to user feedback with troubleshooting, investigating, and reporting any new bug issues found on Live builds.
- Helped with setting up and maintaining test machines for testing on different specs for system compatibility and performance.
- Actively provided useful art related and functionality feedback to the developers to help improve the overall app experience.

## **QA Tester II**

Big Fish Games

*Aug 2015 – Mar 2017*

Worked with the onsite QA team to test the free-to-play mobile casino app "Big Fish Casino" for Android, iOS, Kindle, and web platforms.

### Responsibilities:

- Communicated directly with developers in an embedded environment to assist in testing specific in app features.
- Provided additional testing and 3D asset creation assistance for the companies' startup Virtual Reality studio Liftoff Labs.

### Titles worked on:

Big Fish Casino

Jackpot City Slots

Moonshot Galaxy (VR Title) (mainly worked building 3D assets with this title)

## **App Review Tester**

Leap Motion

*Apr 2013 – Jun 2015*

Worked as an App Review Tester to test multiple PC, augmented, and virtual reality applications for use of the LEAP Motion Controller.

### Responsibilities:

- Completed test plans to ensure the quality of each app reaches the standards set by LEAP Motion.
- Submitted detailed status reports, bug issues, and constructive feedback to developers.
- Eventually became one of the main testers on the team for verifying intended functionality for majority of the AR and VR art creation apps for the Leap Motion Controller such as Ethereal, LEAP Autodesk Plugin for Maya, and Sculpting (formerly known as Freeform).

### Titles worked on:

Sculpting (formally known as Freeform),

LEAP Autodesk Plug-in for Maya,

Ethereal

Blue Estate

Drop Chord

Soundscape VR

Hollow VR

MagiCraft VR

and more...

## **3D Environment Artist (Indie Project)**

New World Edutainment

*Apr 2008 – Jun 2008*

Worked with the team at New World Edutainment, to develop a serious game geared towards education children about locations around the world. As a 3D artist on the team I was responsible for the following duties.

### Responsibilities:

- Created low-poly untextured 3D environment model based of drawing created by the lead artist.

- Prepare 3D assets for texturing by generating UV maps.
- Reporting to the Lead artist for any critiques or changes that need to be made with workflow.

### **3D Environment Artist (Indie Project)**

Nemesis Studios Entertainment

Aug 2006 – Nov 2007

Worked with a small indie development team to build the concept of a 1950's style MMORPG titled "Goon World".

#### Responsibilities:

- Modeled in game 3D Environment art content based on concept designs provided by the team's lead artist.

### **EDUCATION**

#### **Bachelor of Arts, Game Art and Design**

The Art Institute of Phoenix

2001-2005

### **ADDITIONAL QUALIFICATIONS**

Volunteered as a Conference Associate (CA) at the Game Developers Conference for 14 consecutive years. 2005-2019.