



JONATHON DOBBS

Experienced QA Tester/Playtest Lead

PROFILE

A resolute and enthusiastic worker with over 10 years in the videogame industry, predominantly in Test with heavy experience in internal playtesting processes.

CONTACT

PHONE:
425-495-0564

WEBSITES:
<https://www.artstation.com/jonathondobbs>
https://www.webtoons.com/en/challenge/access-memories/list?title_no=270912

EMAIL:
fadedmyth@gmail.com

HOBBIES

Webcomic creation
Digital art
Videogames

ART CREDITS

Table Trenches - Mobile game

Developer: DBCreations
Role: Character Designer

Responsibilities/Accomplishments:

Designed 4 primary commanders (player characters) based on provided spec. Worked with producer to land on color schemes and created a consistent art style for all characters.

Penciled, inked, and colored final artwork which was then put directly into the game to use as player avatars as well as on website and marketing material.

WORK EXPERIENCE

Sucker Punch | QA Tester

December 2019 - Current

Responsibilities/Accomplishments

- Dedicated Test “buddy” to Designers
 - Work with assigned Designers to focus test their content, log bugs, and provide general feedback.
- Run test passes for internal and external milestone builds
- Run BVTs to release code to Art on a daily basis to ensure they aren’t blocked
- Hold roundtables with QA to collect and communicate out feedback to Design teams
- Triage external Test bugs
 - Identify dupes, assign to relevant teams, general cleanup, etc.
- Ad-hoc and focus testing

Bungie Inc | Playtest Team Lead

Mar 2013 – Nov 2019

Responsibilities/Accomplishments

- Identified a need for a playtest team at the studio and worked to build one from the ground up
- Helped build and establish 7 playtest labs across two buildings
- Worked with teams to establish consistent processes and a runbook for recurring Community Summits
- Successfully interviewed and hired an extra head for the playtest team
- Worked with team to ensure playtest processes and practices evolved to meet production needs and studio methodologies
- Worked with Producers and POs to schedule playtests for a variety of small teams across different projects and disciplines
Identified viable working builds daily for playtest use

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WORK EXPERIENCE

Bungie Inc | Playtest Team Lead

Mar 2013 – Nov 2019

Responsibilities/Accomplishments

- Resolved conflicts between team schedules in a way that ensured all parties achieved a satisfactory outcome
 - Scheduled and maintained labs for studio-wide internal playtests
 - Gathered feedback, took notes, and logged bugs and forwarded data to teams
 - Hosted VIP visitors such as Activision, Make-A-Wish and celebrity guests
 - Maintained lab and ensured equipment and room were prepared and organized
 - Adopted agile project management methods into playtest backend
 - Smoked activities and logged issues with the goal of helping to identify stable builds for studio playtests, as well as for running test passes on.
 - Communicated with Producers and Designers from various areas within the studio to determine which activities they need looking at and reporting critical bugs to them.
 - Facilitated clients with various other needs, such as attending playtests and capturing feedback and notes.
 - Assisted with weekend bug bashes, where my team recruited employees from around the studio to come in to our labs and do focus testing on a specific area of the game.
 - Logging content bugs, crashes and hangs.
 - Running several test passes and other major reports that were scheduled during the production pipeline.
- Ad-hoc testing