

ASHTON PEARSON

QA ANALYST

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WHO I AM

3+ years QA experience providing software and hardware testing support for PC, PlayStation, and Xbox from early-stage development to launch.

SKILLS

JIRA | Confluence | TestRail | Trello
Steam/Windows | Xbox/Xbox One
| PlayStation
Slack | Teams
Waterfall | Agile | Scrum
MS Office Suite | Google Suite |
Adobe Creative Suite
Unreal Engine 4
Debug

WORK EXPERIENCE

Quality Assurance Analyst

Sucker Punch, Nov 2023 - Present

Projects: Ghost of Yotei

Asset Specialist

very very spaceship, May 2023

Projects: Pokémon GO

Gameplay Specialist

Bungie, July - August 2022

Projects: Destiny 2 (Lightfall)

Test Associate

Microsoft, August 2021 - July 2022

Projects: Halo Infinite, Forza Horizon
5, Age of Empires II, IV

EDUCATION

Bachelor of Arts:

Interactive Design and Game Development

Savannah College of Art and Design
2019

QUALITY ASSURANCE

- **Expertise with Jira, Confluence, in-house debug tools** to improve testing efficiency
- **Specialised and acted as POV for specific content areas:** Campaign, Collectibles, Systems, Mini-Content, Configuration, Accessibility, Accessories
- **Created, planned, and executed scheduled test passes** for internal and external teams to meticulously check vital game systems and ensure deep coverage
- **Performed daily smoke tests**, improved test efficiency by 25%, and **daily regressions** on bugs, ensuring accurate fixes
- **Owned multiple content features (mini-content, systems, campaign missions).**
- Executed quality **testing at various stages of development, from pre-production to Live-Ops support**, familiar with multiple platforms such as PS5, Xbox One, and PC
- Created documentation on game systems for peers to reference; updated with latest relevant information from developers for best testing practices

IMPLEMENTATION AND DOCUMENTATION

- Gathered **crash dumps, media, hardware usage reports, and telemetry** to ensure that all possible information was captured.
- Engaged in feedback sessions with studio and fellow peers to discuss highlights and pain points; leveraged deep understanding of game systems
- **Lead multiple external weeklong feedback sessions**; gathered and sorted their feedback while investigating critical bugs and assisting on-site monitors
- Held **weekly correspondences** with other departments to set up test passes, clarifying their goals and other build questions to assure optimized testing
- Wrote **daily and final reports** to contacts detailing daily findings, issues, updates on bugs, and test pass progress
- Experienced working in an **Agile environment**, enhancing workflow, time management, and production

LEADERSHIP AND COLLABORATION

- Executed comprehensive reviews of key zones during critical development phases to improve product quality with developers
- **3+ years of leadership** in retail and service; **trained new hires** within 6 months of starting job, and mentored 1-on-1 for best testing practices and workflow
- **Collaborated with multiple multidisciplinary creative teams** during university projects to develop game projects
- **Spearheaded an online gaming community** to foster growing, positive relationships and healthy competition amongst peers