



Avery Herrera

QA Tester and Documentation Nerd

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Skills

- 4+ Years Testing Experience
- Bug Tracking / Logging
- Case Creation
- NDA Compliance
- Hardware Security
- Distributer / Client Interaction
- Software
 - Confluence
 - Microsoft Suite
 - G.Drive Suite
 - All Operating Systems
 - Professional communication platforms
 - Task Tracking Applications
 - Proprietary Software
- Experience in:
 - Debug
 - Lotcheck
 - Product QA
 - Ad Hoc
 - Hardware Testing

Education

Arizona State University,
Phoenix, AZ. est. 2024 -
*Bachelor of Arts Degree in
English and Education*

South Puget Sound
Community College, Olympia,
WA. 2014 — *Associates of
Arts Degree*

*Complete CV available @
linkedin.com/in/sebastian-herrera-318a5193*

Profile

QA Tester with years of experience in every facet of the game publishing process - specializing in team coordination, knowledge base maintenance, and strategy development. Strengths apparent in creative problem solving approaches, constant workplace improvement, and a career focus on game design.

Relevant Experience

Nintendo of America, Redmond — *Certification Tester II*

APRIL 2024 - Current

Responsibilities

- **Testing** sensitive third-party applications for safety and quality standard compliance.
- **Communicating** vital error information to third-party developer coordination groups for efficient turnaround and effective product releases across global gaming markets.
- **Operating** in two to two dozen person teams across multiple international offices to verify viability in each product across many potential user conditions.
- **Supporting** fellow testers through a wide knowledge base, quality communication, and the flexibility to fill in responsibilities at positions below and above the job title.

Achievements

- **Maintains** an internal database that has condensed the varied experiences and knowledge bases across associated and international departments in order to increase efficiency in training and testing.
- **Develops** and contributes to multiple initiatives throughout the company, both operational and recreational, to help improve the quality of life of fellow employees.
- **Gains** constant self-motivated training through online learning, industry literature, and interdepartmental outreach when the opportunity is available.

Aston Carter, Redmond — *Test Associate*

AUGUST 2021 - APRIL 2024

- Full-time contract tester in partnership with a major international entertainment company.
- Operated in small teams to provide feedback to developers in a timely manner.
- Maintained an internal database that condensed the varied experiences and knowledge bases across the department in order to increase efficiency in training and testing.
- Developed and contributed to multiple initiatives throughout the company to help improve the quality of life of fellow employees.

Lionbridge Technologies, Redmond — *Test Associate 2*

APRIL 2020 - JULY 2021

- Worked full-time with proprietary bug reporting systems and testing tools in a work-from-home environment to assure compatibility with an extensive software library.
- Successfully shipped two consoles by collaborating in small, agile teams in goal-oriented passes by creating and fulfilling specialized test cases.