

**Matthew Newton** ([matthewnewton37@gmail.com](mailto:matthewnewton37@gmail.com))

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**Software Skills:**

- Unreal Development Kit
- Jira
- DevTrack
- Adobe Illustrator CS5
- Microsoft Office

**Shipped Titles:**

- SMITE
- Call of Duty: Modern Warfare Remastered
- Call of Duty: Infinite Warfare
- Call of Duty: Online
- Call of Duty: Black Ops 3
- Call of Duty: Advanced Warfare
- Skylanders: Battlegrounds
- Skylanders: SWAP Force

**Professional Experience:**

QA Analyst, Hi-Rez Studios, April 2017 – Present

- Completed build verification tests on SMITE
- Fulfilled tasks submitted into Jira by the development team

QA Tester, Raven Software, March 2014 – March 2017

- Performed daily build verification tests to ensure build stability
- Completed a variety of tasks and performance reports as requested by the development team

Mobile QA Tester, Vicarious Visions, August 2013 – November 2013

- Tested the latest builds for Skylanders: Battlegrounds and Skylanders: Lost Islands, inputting all bug reports into Jira

QA Tester, Vicarious Visions, May 2013 – August 2013

- Reviewed the latest revisions of Skylanders: SWAP Force on several consoles, primarily focusing on the Xbox 360 and the Xbox One
- Utilized DevTrack to report and verify any issues found

**Personal Experience:**

Gemini XIII, September 2011 - April 2012

- A cooperative puzzle game set in space.
- Role: Design, Prototyping
- Tools: Unreal Development Kit
- Team size: 10

CUBE, July 2011 – August 2011

- Accepted into Tag Concordia Incubator 2011 in Montreal, Canada
- Combines a simple sliding-tile puzzle with the complexity of a cube
- Role: 3D Art, Puzzle Design, QA
- Tools: Unity, Git
- Released November 15, 2011 on Desura under alpha funding
- Team size: 3

**Education:**

Champlain College, Burlington, VT

Bachelor's Degree in Game Design and Development, date of graduation: May 2012

- Studied Abroad in Montreal, Canada Fall Semester 2010 and Spring Semester 2011

**Personal Interests:**

- Avid player of first person shooters