Savannah Herr

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(480) 316 - 3164

EXPERIENCE

Rogue Games, Inc.

QA Specialist — Nov '22 - Oct '23
- Worked as a part of an internal QA team alongside developers on improving quality of game titles before release across various platforms
- Balanced testing work between multiple game titles among several different platforms (iOS, Android, Xbox, Playstation, Switch, PC) at similar times
- Carried out FQA & CQA testing while logging bugs within Jira, and relayed testing data and feedback to developers and fellow QA team members
- Crafted collateral within Google Sheets for use of testing such as CERT passes, smoke BVT, bug boards, and Compliance and Functional testing

Experis Game Solutions

Software Test Engineer — July '20 - Oct '22
- Creating and executing test plans, case collateral, and database management
- Communicating with and organizing large teams, partnership nurturing
- Kept track of daily tasking and committed to daily end of shift reports

Test Associate — Mar '19 - July '20
- Discover and log bugs and issues using Visual Studio TFS, ADO, and Jira
- Owned life cycle of logged issues, scrubbed and kept work items up to date and relayed information to fellow TAs and Engineers
- Organize and effectively communicate with a team for various tasking and requests
- Assist new and experienced testers with understanding the product, test procedures, logging bugs, and time management
- Manage tasks and write clear and factual reports

Exponent

Multimedia Technician — Dec '17 - Mar '19
- Crafted visual displays that met client needs to communicate subject matter & information through the combination of art and science
- Worked with 3D animation, 2D & 3D graphics, video editing, photography, drone observation, laser scanning, and 3D printing

Slayers' Stronghold Studios LLC

Creator of Isomara Island ARPG — May '15 - Present
- Create character designs for user to adopt and use in gameplay, asset art creation, and write up questlines and events
- Utilize PHP, HTML and CSS for site development, creating new webpages, activities, and games
- Promote and manage the ARPG through various social medias

Freelance 2D Digital Artist — July '13 - Present
- Illustrate visually appealing artwork following the customer's request

EDUCATION

The Art Institute of Phoenix — Jul y'14 - Sept'17
- Bachelors of Arts in Media Arts & Animation

East Valley Institute of Technology — July '13 - May '14
- Worked with 3D Studio Max, Unreal Development Kit 3, and Photoshop to develop game assets and levels

Tools

- Azure DevOps
- Jira
- Fiddler
- Excel & Sheets
- Teams & Slack
- Paint Tool SAI
- Paint.net
- Clip Studio Paint
- Photoshop
- Illustrator
- After Effects
- Audacity
- Elgato GC
- OBS
- 3D Studio Max
- PSNeighborhood
- Xbox One Manager

Projects

- Halo: MCC
- Tell Me Why
- Microsoft Flight Simulator
  - Top Gun: Maverick DLC
- Minecraft
- Dust & Neon
- Last Case of Benedict Fox
- Homebody
- Sprawl
- Stop Dead
- Highwater
- Cookie Cutter
- Swordcar