

Dan Reiley

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OBJECTIVE: To obtain a position as a designer with a game development company.

EDUCATION:

The Art Institute of California - San Francisco, S.F., CA **09/02-03/06**
Bachelor of Science, Game Art and Design

MILITARY EXPERIENCE:

U.S. Army **10/90-10/94**
Honorary Discharge

SPECIAL SKILLS:

TECHNICAL: Extremely proficient in Word, Excel, PowerPoint, Outlook, and Project. Proficient in iTunes, JIRA, DevTrack, Bugzilla, FileMaker Pro, TestTrack Pro, HTML and web testing, and UnrealScript. Also proficient in iOS and web testing. Familiar with APNS, in-app purchase and Ad Testing on mobile devices. Working knowledge of Localization testing (EFIGS and Japanese and Korean), XCode, MS Access, JavaScript, Objective-C and C++.

TEST PLATFORMS: Apple iPod Touch, iPhone, iPad, Mac OSX, WinXP, Vista, and Win7. For web testing: Google Chrome, Safari, Internet Explorer, and Firefox.

ARTISTIC: Proficient in creative writing, Photoshop. Some knowledge of Unreal Engine 3, Radiant, 3D Studio Max, Maya, After Effects, Sound Forge, and Dreamweaver.

FAVORITE GAMES: Baldur's Gate series, Call of Duty series, GTA series, World of Warcraft, City of Heroes, Champions Online, Star Trek Online, Half-Life series, Mass Effect series, S.W.A.T. series, System Shock 2, BioShock series, Planescape: Torment, Red Dead Redemption, Plants Vs. Zombies and others.

MOST RECENTLY BEATEN: Red Dead Redemption, Fallout: New Vegas, Plants Vs. Zombies

NOW PLAYING: World of Warcraft, Fallout: New Vegas, Red Dead Redemption, Dragon Age: Origins, and Mass Effect 2

PENCIL AND PAPER: Hero System (Champions), Dungeons and Dragons

EXPERIENCE:

Pinger, Inc. - San Jose, CA **08/10-04/11**
Lead QA Production Game Tester - Contract

- Tested pre-release iOS mobile game and social/IM apps to verify functionality, data content, performance, usability/playability, and hardware/software compatibility
- Appraise the iOS games in several disciplines, including graphics, sound, level design and gameplay and provide constructive feedback
- Describe game defects in an orderly and concise method by entering issues into the bug-tracking database system
- Assisted in the refinement and improvements of testing procedures and policies, as well as created test plans
- Demonstrated documentation skills to a great degree
- Web Platform testing of Pinger's TextFree app across multiple OSes and Browsers

Cryptic Studios - Los Gatos, CA **01/09-07/10**
QA Tester - Permanent

- QA Web Platform testing of the web sites and applications, including but not limited to deployment of builds using Linux scripting, FTP management, and light modification of PHP strings
- Tested iterations of game website and integration of its social features and verified fixes
- Performed build verification testing, regression testing and game balance testing (among a variety of other types of QA testing)
- Carried out ad hoc and test plan testing with efficiency and verified fixes

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- Often worked directly with the game development teams
- Provided assistance to managers and dev leads on gameplay and game balance analysis
- Assisted with the coordination of public Beta playtesting periods
- Tested and verified quality of software and internal tools

Underground Development – Foster City, CA

09/07-01/09

Production and Tools Tester - Contract

- Hands-on review of games and the designer tools to determine stability and quality
- Test a pre-release video game to verify functionality, data content, performance, usability/playability, and hardware/software compatibility
- Test designer tools to verify functionality, performance, usability, and hardware/software compatibility
- Appraise games in several disciplines, including graphics, sound, level design and gameplay and provide constructive feedback
- Utilize and test designer tools through several aspects, including level editing, 3D modeling, animation, and texture creation
- Describe game and designer tool discrepancies in an orderly and concise method by entering issues/bugs into the bug-tracking database system and verified fixes
- Participate as part of a team-based testing unit for testing game
- Work independently and efficiently testing designer tools

Holy Names University - Oakland, CA

08/06-09/07

Computer Support Technician

- Delegate technical support requests from end users via telephone and e-mail in an efficient, timely manner
- Document all pertinent end user information and nature of problem or issue
- Perform hands-on support at the desktop level including:
 - Installing, upgrading and patching software applications
 - Installing hardware and configuring systems and applications for optimal performance
- Record, track, and document the help desk request problem-solving process for monthly management review

Perpetual Entertainment - San Francisco, CA

10/05-01/06

Quest Implementation Intern - Contract

- Implement the writer's quests into the game engine using a proprietary tool
- Proofread NPC dialogue and edit it utilizing XML
- Assist in balance-testing and fun-testing of gameplay systems and content
- Tune and balance quest rewards and NPCs related to quests

Eidos - San Francisco - CA

07/05-10/05

Quality Assurance Tester - Contract

- Hands-on review of games across multiple platforms to determine stability and quality
- Appraise games in several disciplines, including graphics, sound, level design and gameplay and provide constructive feedback
- Enter issues/bugs into the bug-tracking database system
- Participate as part of a team-based testing unit