

# Adam Kouzmanoff



## Qualification Summary

- Over twenty years of experience playing both console and computer games.
- A passion to develop superior games, and a desire to learn new techniques and tools in order to do so.
- Strong analytical skills for game rule systems, strategies, and balance.
- A strong grasp of programming logic and general scripting knowledge.
- Experienced with Visual Studio .NET, Perforce, UnrealEd 3.0, the G.E.C.K editor, and Volition's proprietary Chunk Layout Editor (CLOE.)
- Familiarity with Autodesk Maya, Python, and Lua.
- Experience with traditional board, card, and roleplaying games.

## Professional Experience

**Quality Assurance** • Volition Inc., Champaign, IL • August 2007 – August 2009, December 2012 - Present

**QA Coordinator • Saints Row 2 DLC** • January 2009 – May 2009

- Submitted and passed 3 unique content packs and 4 title updates between 2 platforms and 9 regions (5 360, 4 PS3) for a grand total of 56 submissions.
- Led and managed a team of over 30 testers through testing on all of Saints Row 2's existing content for title updates, in addition to testing all DLC content.
- Attended and spoke in biweekly phone conferences to update corporate QA management on the state of the project.
- Shortened turnaround on production and QA requests by keeping in close contact with producers and designers.
- Worked with others to create and maintain a suite of title update and DLC system test plans.

**QA Tester** • August, 2007 – January 2009, May 2009 – August 2009, December 2012 - Present

- Extensive experience testing both Xbox 360 and Playstation 3 games in both white and black box environments.
- Significant experience working directly with developers and code to determine the root cause of issues and to supply development with additional information.
- Tested on multiple projects, including Saints Row 2, Red Faction: Guerrilla, Destroy All Humans 3, Frontlines: Fuel of War and Elements of Destruction.
- Acted as Saint's Row 2 multiplayer QA strike lead.
- Led a team of eight testers while working on the Saint's Row 2 "February 2008" Demo.
- Proven Dedication and Loyalty to the company by consistently working overtime and on other projects whenever needed.

## Education

Full Sail University, Winter Park, FL • 2011 – Present

Currently enrolled in Game Design – Bachelors. Graduation expected in June.

Parkland College, Champaign, IL • 2005 – 2006

Eastern Illinois University, Charleston, IL • 2003 – 2005