

Nicholas Amlag

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Experience

Game Tester II - Big Fish Games

Dec. 2014 - Current

- Executed test passes, assessed Strategy Guide accuracy, validated Achievement functionality, and completed full-game playthroughs to verify quality on games with a rapid release schedule.
- Tested on a variety of mobile devices to ensure parity across all SKUs.
- Contributed to maintaining a strong release schedule to ensure a steady stream of high-quality releases.

Game Test Associate / Team Lead - Microsoft / CompuCom Systems

May 2010 - Nov. 2012

- Trained and instructed dozens of team members in custom tools, proper procedure and protocol, and general testing practices on several released games and apps.
- Coordinated with core test and development teams to establish testing pipeline.
- Tested across multiple environments and platforms (Xbox 360, Kinect, PC, mobile/tablets).

3d Artist (Intern) - Caffeinated Games

Mar. 2009 - Aug. 2009

- Utilized a custom game editor to construct and populate levels.
- Collaborated with lead artist and game designer on visual direction.
- Conceptualized, designed, modeled, and textured game props and level layouts.

Project Manager / Artistic Director - M2 Studios (LWIT)

Apr. 2007 - Dec. 2007

- Maintained project focus within time line goals.
- Managed ongoing feedback between the project leads and artists.
- Supervised and managed visual direction.
- Built and preserved good team morale and camaraderie.

Education

Japanese Language

2013 - 2014

Bellevue College

Associates of Applied Science, Magna Cum Laude

2006 - 2008

Lake Washington Institute of Technology (LWIT), Grade Point Average: 3.82

President's List (2007 Winter, Spring, Fall Quarters, LWIT)

Dean's List (2007 Summer Quarter, LWIT)

Skills

3ds Max, Maya, ZBrush, Photoshop, Flash, Dreamweaver, Jira, Microsoft Word/Excell/Powerpoint