

Alhambra, CA

ALLEN J PHARR

3D Animator

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EMPLOYMENT

QA Lead	Exponential Corp.	Winter 2019 – Present
	<ul style="list-style-type: none">Created Test Plan and test runs for Daily smoke tests and Full regression of mobile productCreated builds through unity with github for playtests and manual testing of Mobile productMaintained relationships and attended meetings for departmental communication with Design, Product, and Engineering.Performed manual black box tests on Software adhering to Design, Apple and Android Standardssmoke tested and fully regressed test cases against new implementation feature testing.Used Cloud Diagnostics and Analytics within unity to identify bugs, crashes, and problem areasUsed Android Studio Logcat, Charles, iTools4, and Unity pipeline to ensure qualityOperated and completed sprints in Agile Software Development Cycle.	
Freelance Graphic Designer	Hotel Constance	Winter 2018 - Winter 2019
	<ul style="list-style-type: none">Managed all website information and content updatescreated and designed new assets and new layout for web pagesassisted web programer in feedback and all art assetsresearched and discovered bugs in the UI and reported them to web programmer	
Quality Assurance Specialist	E! Online - NBCUniversal	Winter 2017 – Winter 2018
	<ul style="list-style-type: none">Performed Content Management system testing, wrote test cases, and Sage regression for E! News website.Data Audit Visualization and forensics for chasing down issues within interstitial ads using data management.Maintained relationships and meetings for departmental communication within the E! News infrastructure.Regression of weekly release on desktop browsers and mobile devices for mobile web and E! Online App.Executed white box testing according to product and design standards.Heavily Experienced with bug management systems for test case documents, and bugs (i.e. JIRA, DevTest/Track)Responded to after hours support and troubleshooting helpline for editors and shareholders	
Dev QA Tester	Age of Learning & abcmouse.com	Fall 2015 – Winter 2017
	<ul style="list-style-type: none">Tested in a fast-paced environment with long and short development cycles.Communicated software issues and behavior to development, product, operations, upper management, and marketing.Experienced with different tested strategies (Exploratory, Ad-hoc, Boundary, Functional, Non-Functional, etc.)Executed black box testing for 1st and Second grade application and website learning pathsExperienced with bug management systems (i.e. JIRA, DevTest/Track, Bugzilla, etc.)Understanding of website/heavy use of mobile application development through iOS and Android mobile devices.	
Quality Assurance Tester	Disney Interactive	Spring 2014 – Fall 2015
	<ul style="list-style-type: none">Performed compatibility tests on hardware using in-house programs called Scila at Disney.Articulated reports about game mechanics, graphics, camera movement, and stability.Executed black box testing for multiplayer and single play game typesHeavy use of JIRA, DevTest/Track to report and manage bugs.Observed and reported crashes with Microsoft Visual Studio 2007.Used test cases to confirm results, accuracy, and reliability on Xbox, Ps4, Wii, ps3, Android, and iOS mobile devices.	
3D Animator	Petroglyph Games Inc.	Summer 2012- Spring 2013
	<ul style="list-style-type: none">Developed, maintained and crafted animations for real time game assetsAssisted designers and engineers with gameplay prototypesWorked with lead animator to ensure timely completion of character assets at the desired qualityServed as an active participant in team art discussions, critiques and reviews RequirementsStrong knowledge of traditional animation principles and how they can be used to enhance gameplayEffectively collaborated with game designers and programmers	

Production Assistant	Petroglyph Games Inc.	Spring 2010 – Summer 2013
<ul style="list-style-type: none"> • Animation Clean up and tweening of all animation on Maya • Test Animation through game production pipeline to verify for any bugs or pops • Tested games, through design, QA, RC, PvP, and PvE Branches. • Completed Verification of Chisel Builds (Engineering tools build of Petroglyph). • Completed black box testing for multiplayer and single play game types • Wrote test cases for QA testers and bugged reports using JIRA and confluence. • Conducted compatibility tests, adhering to different system specifications. 		

EDUCATION

Henderson, Nevada	Art Institute of Las Vegas	Winter 2006 – July 2009
<ul style="list-style-type: none"> • Augmented Animator https://rustyanimator.com/ • Bachelor of Science in 3D Animation – 2009 • Minor Motion Graphics & graphics Design 		

PROJECT EXPERIENCE

- Interact web Mobile Ordering Launch - Tested API's for CC and Cash checkouts through mobile ordering
- Project Glossy – Created test cases and completed testing of new widgets for content management system and website redesign
- Abcmouse.com – Quality Assurance on Long and Short Mobile and browser based development cycles.
- Marvel's Playmation – Hardware and Software compatibility testing and Avengers.net app testing.
- Disney's Infinity 2.0 & 3.0 – Adhoc testing, Crash reporting, test of Mobile and Website builds.
- Rise of Immortals – Multiplayer Online Battle Arena Character animations and game implementation.
- Victory Game Kickstarter – Multiplayer Online Squad Deathmatch, All Animations and Unity 3d Implementation.
- End of Nations – Adhoc testing, Automation, Crash reporting, test of Mobile and Website testing