VIVEK PATEL

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SKILLS

Azure DevOps • Kusto • Photoshop • Maya • Unreal Engine • Substance 3D Painter • Substance 3D Designer • Adaptable • Leadership • Resourceful • Team Oriented • Self-Reliant - Communicative • Creative •

WORK EXPERIENCE

TESTER III
Experis Game Solutions | 10/2021 - Present

- Communicating with the development team for deeper investigation of reported issues and of potential memory and performance fixes.
- Executing and analyzing automated performance tests for new features and systems.
- Assisting in validating new content for both quality and functionality on various Xbox systems and PC configurations.
- Guided new testers through understanding test procedures, logging bugs, and identifying probable issues by constructing onboarding documentation for performance/memory based workflows.
- Creating and delegating test passes, cases, and tasks created in Azure DevOps to team.

CONFERENCE ASSOCIATE
Game Developer's Conference | 2022, 2023, 2024

- Utilized location landmarks, conference documentation, and interpersonal communication to provide a positive experience to attendees and developers..
- Assisted with line organization, seating arrangements, verifying badges, and interpersonal communication for highly anticipated sessions.
- Remained swift and responsive to changes among a fast-paced environment, collaborating with other associates whenever possible.

PROJECTS

UNANNOUNCED TITLE
Release (TBA)

- Assisting in the creation and management of test suites for features communicated by production. Conducting peer bug reviews, onboarding new testers, documenting and reporting internal process reviews to internal test team,, and participating towards meetings alongside external partners.

HALO INFINITE
Heroes of Reach (9/15/2021), Lone Wolves (5/3/2022), Winter Update (11/8/2022), Echoes Within (3/7/2023)

- Provided Memory area ownership within the Performance and Memory test team, leading and reporting investigations for weekly Memory Review meetings. Created onboarding documentation regarding memory usage and interpretation for team-wide familiarity, as well as tasking revolving investigations from telemetry data.

EDUCATION

THE ART INSTITUTE OF PHOENIX | BACHELOR OF ARTS
Game Art & Design, 08/2018