



Tesa Parlor

Professional Resume

tesaparlor@gmail.com

Cell: (321) 301-7185

<https://tesaparlor25.wixsite.com/parlort>

Skills

- Social Media/Brand Management
- Understanding of Quality Assurance processes
- Excellent problem-solving skills and a methodical approach to game testing
- 3D Modeling and UV Mapping
- Knowledgeable on game design, including scrum and live service development models
- Outstanding written and oral communication abilities
- Flexible to adapt to different processes for game testing
- Able to work under pressure and meet deadlines
- Live Streaming/Video Production

Technical Tools Proficiency

- JIRA
- Slack
- Parsec
- Perforce
- Maya
- Unreal Engine 4
- Frostbite
- TM4J
- Adobe Creative Cloud
- Streamlabs
- Vegas Pro 15.0
- OBS Studio

Experience

PRO Unlimited for EA Sports

Quality Analyst | Orlando, FL

March 2021 to Current

Game Release(s): [Madden NFL 22](#)

- Assisted Systems QA with online quality game testing for PC and Stadia
- Pre-integration testing, automated testing, live testing, and patch support
- Provided qualitative feedback and reported all feature risks directly to Dev and other members of QA
- Submitted, updated, and closed several bugs within JIRA following repro testing
- Tested and verified game features for milestones utilizing created test cases within JIRA and TM4J
- Verified over multiple key art assets and game builds using the Frostbite gaming engine
- Written over 50+ art criteria within JIRA while communicating with art team and game dev regarding affects versions

Twitch.tv

Twitch Streamer | Remote

November 2020 to Current

Media Kit: [Tbats107](#)

- Providing live quality entertainment to audiences across the globe
- On-camera personality with knowledge about the gaming industry
- In charge of all production involved with personal Twitch channel, including lighting for live streams, audio equipment used for streams, and running video streaming software
- Adjusting techniques to enhance performance from observations of personal strengths and weaknesses
- Prioritizing and organizing tasks to efficiently accomplish community goals
- Managing several forms of social media accounts to promote and build streaming brand

Education and Training

Bachelor of Arts

University of Central Florida
Orlando, FL
Digital Media: Game Design
May 2019

Adobe Certified Associate

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe Illustrator
- Adobe InDesign

Student Game Projects

[Reaver](#) (click to see project)

[Kwaku Anansi](#) (click to see project)

E2I Creative Studio - UCF

3D Art Intern | Orlando, FL

January 2019 to May 2019

- Devised Waste in Space with a team of programmers and artists: winning game title for Otronicon Game Jam 2019
- Mapped new interactive virtual reality game play for aphasic patients via paper prototype alongside industry experts
- Co-authored the Incorporating Evidence-Based Practice into Virtual Reality for Persons with Aphasia: An Interprofessional Treatment Simulation

UCF School of Visual Arts & Design

3D Modeling Student | Orlando, FL

August 2018 to May 2019

- Composed and UV 20+ low poly 3D models using Autodesk Maya for pre-game integration
- Proofread more than 50% of in-game script dialogue alongside narrative designers
- Assembled and surveyed 40+ gameplay testing sessions, discovering more than 40% of the game's bugs and glitches
- Voiced Dianne Douglas, CEO of Steiger Consolidated Arms for the student game project Reaver
- Attended project meetings to discuss 3D modeling needs, deadlines, and development timelines