

Donnie Walker

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Motivated QA Lead with numerous shipped titles. Experienced with ongoing live-service titles across many platforms. Passionate about improving and optimizing test processes and refining skills.

Experience

Oct 2019 - Present

QA Lead - Bethesda Softworks

- Coordinated QA efforts across dozens of successful submissions and releases across many platforms.
- Developed flexible test plans that can adjust to different testing timeframes.
- Oversaw projects at all stages of development, from pre-alpha to post-release live service updates.
- Managed multiple project's ongoing needs while simultaneously coordinating main project testing.
- Established QA workflows that cater to project specific needs.
- Operated as department overseer of Mobile testing. Oversaw mobile-specific documentation, department-wide device tracking, and coordinated hardware requests.
- Compile and send evaluations and nightly reports to keep relevant parties up to date on test progress.

Apr 2018 - Oct 2019

Senior QA Tester - Bethesda Softworks

- Operated as second-in-command alongside project lead.
- Refined and updated test plans and processes to increase test efficiency.
- Oversaw assignment and regression distribution, and created corresponding documentation.

Jan 2016 - Apr 2018

QA Tester - Bethesda Softworks

- Carried out test plans and completed test checklists.
- Found and logged issues in QA database, maintained high bug count.
- Assisted with special testing tasks, project tracking, and regressions.

May 2015 - Dec 2015

QA Tester - Virginia Serious Game Institute

- Worked to establish QA test processes.
- Trained new QA hires.
- Reported and logged issues for various VSGI teams.

Game Credits

QA Lead

Unreleased Title

Currently overseeing testing efforts leading up to full release.

QA Lead

Doom 1, Doom 2 (2019 Rerelease)

Handled post-release updates and patches for both titles across all available platforms. Oversaw testing for all ongoing add-on content released on an ongoing basis.

QA Lead

The Elder Scrolls Legends

Headed up QA efforts for the full rebuild and transition to a new game client. Oversaw ongoing updates and testing needs for this live service product.

Additional QA

Quake (2021 Rerelease)

Doom Eternal

Fallout 76

Deathloop

Education

2011-2015

Bachelor of Fine Arts in Computer Game Design

George Mason University, Fairfax, VA

Skills

- Extensive database management experience with JIRA and Hansoft
- Experienced in Excel, Word, Outlook, and Google equivalents
- Drive meetings and triage settings with a focus on efficiency and conciseness
- Compile reports with specific attention to readability and context on a regular basis
- Experienced in leading and coordinating team members towards a common goal
- Experienced with Unity, Photoshop, 3D Studio Max