

Kevin Michael Vekony

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Objective

To obtain a position in which I can deliver exceptional work while building upon my experienced history of fundamental knowledge and skills. I am an organized, detail-oriented individual with the ability to thrive in a business and or game / media development setting through my readiness to learn, immense creativity, and quality skill aptitude at both written and presentational communication. I strive to maintain a solid work ethic combined with a commitment to accomplishing tasks in a quality manner and maintain this through my passion for excellence and life.

Professional Experience

Associate Art Producer at High Voltage Software

February 2021 – Present

As a member of the Art Production team, working with other members of Art Production, Production, various Art Teams, and other departments to monitor and assist in bringing AAA-quality game caliber tasks / assets to completion while actively monitoring delivery dates, statuses, durations, and more utilizing tools / software such as Slack, Autodesk Shotgun / Shotgrid, Excel / GDoc spreadsheets, emails, notepad documentation, and more.

Credited Work Has Included Contributions To:

- Fortnite

These responsibilities include:

- Acting as a continual interdepartmental point of contact and resource to share information, answering questions, and beginning discussions for assigned team(s)
- Managing workloads, schedules, attendance, and delivery dates for tasks on the art pipeline for staff on assigned teams.
- Being aware of upstream and downstream dependences across departments within waterfall-style development.
- Taking notes / summaries of key attended meetings and then sharing them with guests / publishing them internally for reference for others.
- Ensuring art asset deliverables' statuses are accurate / up to date.
- Triaging and following-up on bugs / tasks within Atlassian JIRA for relevant team members

Senior Quality Assurance / Customer Support at Jackbox Games

October 2018 – February 2021

As part of returned role select full-time staff on the QA team, tested and verified fixes through manual methods and regression checking then-upcoming game content to ensure the best delivered quality to players upon launch utilizing techniques such as ad-hoc testing, acting on and helping spearhead creation / tracking of test plans in Trello, Excel spreadsheets, and Google Docs, bug tracking software, as well as collaborative QA team meetings and reviews across disciplines. Also serve as the QA Lead for certain assigned products acting as the forefront of information flow and test planning via attending agile sprint reviews / planning thereafter maintaining notes and further documentation. Additionally, part of spearheading Customer Support responsibilities for the company by responding to customers' general

technical or merchandising issues, questions, feedback, and inquiries through the HappyFox service while helping maintain its Knowledge Base informational article wiki. Also, part of User Research coordinating / documenting external play-tests on upcoming games.

Titles Worked on Include:

- The Jackbox Party Pack franchise: (Full development and initial Launch of Packs 6(2019)-7(2020) and 8(2021(Special Thanks), Jackbox Games' Franchise Complete Catalog Epic PC/Mac Games Store Debut (2019), Post-Release Updates For Pack 5(Various 2018-2019), Pack 1 / Pack 2's iPad Version Debut(2018) across a variety of platforms and hardware (PC/Mac/Linux Steam, PC/Mac Epic Games Store, Playstation 4, Xbox One, Nintendo Switch, Android TV/ Google Play, Amazon Fire family, Apple MacOS/iOS/TVOS, Comcast X1, etc)
- Quiplash 2: InterLASHional Edition consoles and steam(2020)
- Misc client and event work

Quality Assurance Analyst at Level Ex

July 2018 – October 2018

As part of the QA personnel, tested and regressing then-pre-release apps / content thoroughly for best delivered quality and build release candidacy checking to users via manual / ad-hoc testing methods, bug-tracking software, and Excel / document-based smoke sheets and comprehensive full test plans while also tracking hardware inventory and assisting with telemetry / data analytics. Debut launched and updated Pulm Ex mobile iOS/Android title as well as patches for existing Gastro Ex and Airway Ex titles.

Quality Assurance Analyst at NetherRealm Studios

November 2017 - July 2018

In a returned role tested then-upcoming game content thoroughly for best delivered quality to players via manual / ad-hoc testing methods, bug-tracking software, and Excel / document-based smoke sheets and test plans.

- Titles Worked on Include:
- Injustice 2 (Mobile iOS / Android Version) debut launch and updates (Various from November 2017 to July 2018)
 - Mortal Kombat X 2 (Mobile iOS / Android Version) updates (Various from December 2016 to May 2018)
 - Injustice: Gods Among Us (Mobile iOS / Android Version) (Various from December 2017 to April 2018)
 - WWE Immortals (Mobile iOS / Android Exclusive)'s final update (November 2017)

Quality Assurance Tester at Jackbox Games

June 2017 – November 2017

In a returned role tested and regressed / verified fixes for then-upcoming game content to ensure the highest delivered quality for players via manual ad-hoc and documentation-based testing.

- Titles Worked on Include:
- The Jackbox Party Pack 4 (2017)
 - The Jackbox Party Pack 1 and 2 Debut Nintendo Switch versions (2017)

Quality Assurance Analyst at NetherRealm Studios

October 2016 - June 2017

Tested then pre-release game content thoroughly for best delivered quality to players via manual / ad-hoc testing methods, bug-tracking software (such as JIRA), and Excel / document-based smoke sheets and test plans.

- Titles Worked on Included:
- Injustice 2 (Mobile iOS / Android Version) debut launch and updates (Various from February to July 2017)
 - Mortal Kombat X 2 (Mobile iOS / Android Version) updates (Various from December 2016 to April 2017)
 - Injustice: Gods Among Us (Mobile iOS / Android Version) (Various from October 2016 to April 2017)
 - WWE Immortals (Mobile iOS / Android Exclusive) updates (December 2016 and August 2017 releases)

Quality Assurance Tester at Jackbox Games

August 2016 – October 2016

Tested and regressed / verified fixes for then-upcoming game content to ensure the highest delivered quality for players via manual ad-hoc and documentation-based testing.

Titles Worked on Included: - The Jackbox Party Pack 3 (2016)

Quality Assurance Tester at Raven Software

July 2015 – May 2016

Tested and regressed/verified fixes for then upcoming and live games and content to ensure the highest delivered quality for players via methods such as daily smoke, ad-hoc, and task-based testing.

Titles Worked on Include:

- Mainline Call of Duty console franchise (Including Infinite Warfare (2016), Modern Warfare Remastered (2016), Black Ops III (2015))
- Call of Duty Online updates (for China PC market): (Various August 2015 –

August 2016)

Education

Columbia College Chicago, Chicago, Illinois

August 2011 - graduated May 2015

Major: Bachelor of Arts in Game Design with a Game Development concentration.

Final Cumulative GPA: 3.803 (Graduated with official magna cum laude honors.)

Honors: Five different semesters on the Dean's List. Sole recipient to be awarded the Bob Enrietto Scholarship and used to subsequently attend Semester in Los Angeles for Transmedia/Cross-Platform Development in summer 2014. Member of National Society of Collegiate Scholars honors society since Fall 2012.

Skills, Competency, Experience and Education in Software and Practices including:

- First- and Third-Party TRC Certification (Apple/Google/Microsoft/Nintendo/Sony)
- Game Design and Development Process/Theory/Analysis
- iOS / Android mobile development
- Telemetry / Data Analytics Monitoring
- Trello card-based project planning and tracking boards
- Amazon Fire and Android TV family development
- Quality Assurance/bug-reporting via suites such as Atlassian JIRA and Hansoft
- Other elements of the Atlassian suite including Confluence and TestRail
- Game Console Development experience including: Nintendo Switch, PS4, PS3, Xbox One, Xbox 360
- C# and command line prompt boot parameter customization and dev / debug command utilization
- HTML/CSS/Web Design
- Adobe Photoshop and Illustrator
- File sharing services including Google GDrive, VPN servers, and SharePoint
- Microsoft Office Suite
- Skybox Camera Capture/Processing
- Community Feedback Monitoring, Forum Administration, and Customer Service Support
- User Research /focus group management / external playtesting
- AGILE development sprint-planning, sprint reviews, estimation and other production process exposure