KRISTINA LUM

Level Design, UI/UX Design, Quality Assurance

SUMMARY

I am a highly imaginative game designer with a strong background in quality assurance testing for games and applications. I have been creating my own games since undergrad at Game Jams and Hackathons and signed up for open beta testing for online games. After all, before I could start building a world from scratch, I needed to break it down to see how the individual parts went together. It was thanks to this that I was able to build of a foundation for scripting by first soft teaching myself Python as well as being able to fix bugs in my own games.

KEY ACCOMPLISHMENTS

Game Design Engines: Unity, Unreal Engine, Twine, RPG Maker MZ, Ren'Py
Bug Task Tracking: Asana, Jira

Digital Art: Clip Paint Studio, Photoshop, Illustrator, InDesign,
Prototyping: Figma, FigJam, Adobe XD
Coding: Python, C#, HTML

EXPERIENCE

PIXELBERRY STUDIOS, Los Altos, California
QA Analyst, 2018-2024
Content DLC Team, Releases Team
- Performed stage testing for chapters before live release and pre-release testing for new versions of applications.
- Verified V2s of fixes made to previously released chapters.
- A/B testing for new messages and sales that would target users with certain specifications.

MZ, Las Vegas, Nevada
QA Tester, 2017-2018
Backdoor Quality Assurance
- Completed test plans for new features in the game.
- Regressed old issues when new builds were completed.
- Handled ad hoc for staging and live builds.

VMC (at OCULUS), Menlo Park, California
Contract QA Tester, 2016-2017
Product testing
- Trialed Oculus Gear VR and first party apps.
- Wrote up tasks for bugs.
- Performed reproducing to confirm if issue was fixed or was still occurring when new versions were released.
- Dogfooding of the Oculus Rift for feedback and general stress testing.

DISNEY INTERACTIVE, San Francisco, California
Contract QA Tester, 2016
Localization Testing
- Tested *DisneyLife* app to detect bugs.
- Used Jira to write up tickets for bugs.
- Completed reproduction to confirm if issue was fixed or still occurring.

PENNYPOP, San Francisco, California
Contract QA Tester, 2016
General Quality Assurance Testing
- Played through alpha builds to detect bugs.
- Wrote up tasks for bugs with Asana.

COLLABORATIVE PROJECTS

RIKOSHE, Fremont, California, **Game Developer,** 2014. Created and developed *Starcatcher* and *Dragon Versus Knight* mobile games.

Beta Tester, 2013-2015. Completed Open Beta game testing for *The Elder Scrolls Online* Open Beta, 2013; *The Hunger Games Adventures*, 2014; *Merlin the Game*, 2014; and *Need for Speed*, 2015. Participated in a project for "*Mary Sue Busters Demo*," 2015. Served as Jam character artist for *Mad Cow* Hackathon, February 2014; and "Rikoshe App" and *4Sides* Global Game Jam, January 2015.

EDUCATION

ACADEMY OF ARTS UNIVERSITY, San Francisco, California
M.A, Game Development, 2024

SAN JOSE STATE UNIVERSITY, San Jose, California
B.A., Design Studies, 2015