

Evgenii Rezunov

QA/QC Game Tester

Contact

+7-705-219-42-65

rezunovevgeny@gmail.com

Abulkhair khan-str. 101, Uralsk, Kazakhstan

Skills and Tools

Game Development

- Unreal Engine 4, 5
- Blender
- 3ds Max
- Autodesk Maya
- Quixel Megascans
- Substance Painter
- FMOD Studio

Design Software

- Figma
- Adobe Photoshop
- Adobe Illustrator
- CorelDRAW
- Adobe After Effect
- Adobe Premiere Pro

Other

- Ableton Live
- GIT
- HTML5/CSS, PHP
- UX/UI Design

References

BlackPoint Game Studio

Anna Dementieva | CO-CEO, Founder
Phone: +7-705-871-72-96
Email: info@blackpointgamestudio.com

Beshbarmak Games

Anna Dementieva | CO-CEO, Founder
Phone: +7-705-871-72-96
Email: beshbarmakgames@gmail.com

Education

Management. B.Sc. 2001 - 2005
Institute of Economics, Culture and Business Administration

Experience

October 2023 - present time

Beshbarmak Games game studio | Kazakhstan
CEO | QA/QC Tester | Sound designer/Composer

Testing Gameplay and Features

- Test game mechanics, levels, UI/UX, graphics, and in-game behavior.
- Assess the game interface for usability and intuitiveness.
- Identify and report issues such as crashes, glitches, and bugs.
- Evaluate load times, frame rates, and system resource usage under normal and extreme conditions.
- Verify the quality and functionality of builds at each stage of development.

Bug Reporting and Tracking

- Document bugs with clear and detailed steps to reproduce, including screenshots or videos.
- Keep detailed records of test results and provide feedback to developers.
- Track issues with bug-tracking tools (JIRA, Trello, Bugzilla).

Regression Testing

- Retest fixed bugs to ensure no new issues are found.
- Verify that changes do not negatively impact other game systems.

Localization Testing

- Check text, voiceovers, and in-game assets for accuracy and consistency across multiple languages.

Collaborating with Development Teams

- Work closely with designers and programmers to pass on findings and ensure issues are resolved.

Multiplayer and Online Testing

- Validate multiplayer features, checking for issues like lag, disconnects, and matchmaking problems.

December 2021 - October 2023

Black Point game studio | Kazakhstan
CEO | QA/QC Tester | Sound designer/Composer

Leadership and Team Collaboration

- Mentored and provided feedback to team members, fostering skill development and collaboration
- Led the development and management of a major game feature, ensuring integration with other systems

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Game Design and Development

- Designed levels from concept to final product, ensuring engaging player experiences
- Wrote and implemented gameplay scripts for interactive events, ensuring a seamless player experience
- Contributed to game design, balancing core mechanics and writing detailed game design documentation

Art and Environment Design

- Adjusted textures and materials for visual consistency and performance optimization
- Assembling the map using assets created by artists with the game's aesthetic and style

Sound Design / Music Composer

- Created immersive environmental soundscapes, enhancing player engagement and atmosphere
- Worked with Sound CUE and Meta Sounds to integrate dynamic, responsive audio into the gameplay
- Character voice acting and working with voice actors
- Composed original music in ambient, piano, and industrial metal genres to enhance gameplay moments

All responsibilities of a QA/QC Game Tester

Portfolio

Games I participated in during development, from concept and prototype creation to the full release version. As an example, the games listed below are available for you to review. Upon request, I am ready to provide a Steam key for each game.

For more details about my work on projects, please visit my website: <https://rezunovevgeny.ru/>

VIDeoPHOBIA

November 2024 - present time

<https://store.steampowered.com/app/3344030/VIDeoPHOBIA>

Writer. Chapter 1

December 2024 - January 2025

https://store.steampowered.com/app/3399670/Writer_Chapter_1

QR DEAD

October 2024 - November 2024

https://store.steampowered.com/app/3291130/QR_DEAD/

Twelve Sticks

August 2024 - September 2024

https://store.steampowered.com/app/3064550/Twelve_Sticks

SNAP SNAP

July 2024 - August 2024

https://store.steampowered.com/app/3104540/SNAP_SNAP

10:59

June 2024 - July 2024

<https://store.steampowered.com/app/3064410/1059>

F**k You Witch

October 2023 - March 2024

https://store.steampowered.com/app/2736020/Fuck_You_Witch

Leak. Prologue

December 2021 - October 2023

<https://store.steampowered.com/app/2183890/Leak>