

# Deon Wilson | *Game Developer*

deon-wilson.com  
deon.wilson130@gmail.com  
210-313-6343



## ***Summary***

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I am a QA tester at Aspyr Media with a passion to create video games. When I'm not busy with QA testing, I spend my free time creating video games. I am interested in all aspects of game development whether it is gameplay programming or creating art. I love overcoming the challenges that game development provides with fun and innovative solutions.

## ***Skills***

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**General Software:** Nintendo Target Manager, Playstation Neighborhood, Jira, Perforce.

**Game Engines:** Unreal Engine 4, Unity.

**Asset Creation:** 3ds Max, Maya, Zbrush, Substance Designer, Houdini, Photoshop.

**Scripting:** UE4 Blueprints, MaxScript, C#, Python.

## ***Experience***

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**Aspyr Media** | August 2019-Present

*Quality Assurance Tester*

Test Episode One Racer using PS4 and Switch development kits to identify and document any issues in the Jira Database.

Use test cases, ad-hoc testing, and regression testing for Civilization VI on the Android to ensure AAA product functionality and design.

Adhere to bug writing guidelines and methodologies when reporting issues in Jira.

Collaborate with other testers to solve any obstacles and communicate potential roadblocks to manage expectations.

### ***Shipped Titles***

Lightmatter(PC)

Episode One Racer(Switch, PS4)

Jedi Academy(Switch)

Civilization VI(Android)

**InfiniteWorlds VR** | May 2019-Present

*Customer Service Representative*

Help customers understand the Virtual Reality environment.

Work with IT to trouble shoot and solve technical issues with the HTC Vive.

Provide overall customer service with a friendly and helpful attitude.

**Ractive Interactive** | July-Sept 2018

*Art Internship*

Modeled and Textured a humvee for a Virtual Reality multiplayer simulation at a museum.

Designed Artificial Intelligence using UE4's behavior tree to spawn and attack the player.

Conducted playtests to find art/design bugs to ensure quality

## ***Education***

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**The Art Institute of San Antonio** | March 2019

*Bachelor of Fine Arts in Game Art and Design*