

Kelly Shipman

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Career Goal

Environment Artist. I'm looking for a team atmosphere where creativity is emphasized and passion is shown towards every aspect of gaming and game development.

Employment

Volt/VMC, Redmond, WA

December 2007 - November 2010

XBLA Lead Software Test Engineer

- Manage simultaneous testing needs of up to nine titles, from Alpha to Release
- Identify testing needs and schedule appropriate resources to reach each milestone on time
- Maintain strong communication and relationships between Clients and VMC
- Communicate testing results and concerns with Clients via Weekly Status reports, Milestone Deliverables and conference calls.
- Develop test cases tailored to each title, working with the developers to tailor testing to their specific needs
- Identify and report bugs using bug tracking software
- Cultivate a strong team and help them meet milestone deadlines

October 2006 – December 2007

Xbox 360 Hardware Test Lead

- Supervise teams of 8 to 40 testers
- Collect and input tester data into internal database
- Write end of day and end of project reports summarizing results
- Train new testers on testing procedures

Education

May 2010 – November 2010

Futurepoly, Bellevue, WA

Professional Program

- Courses in 3D modeling, texturing, digital painting and concept art.

September 2003 – April 2006

Henry Cogswell College, Everett, WA

BA in Digital Arts

- Courses in traditional art, design, 3d modeling, texturing, and animation
- Independent study and Senior Project in Level Design

September 1997 – December 1999

Yakima Valley Community College, Yakima, WA

AAS in Business Administration,

- Courses in management, marketing and accounting
- Co-Project Manager, General Motors Marketing Internship

Software

Photoshop

3ds Max

Softimage XSI

Hammer Editor

UDK