

# Henry Harrison

Game Designer

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## Experience:

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### Iron Galaxy Studios 2022 - Present

Quality Assurance Analyst - Full Time Employment

- \* Game: Unannounced AAA Game Project with a Client Studio
- \* Created and maintained reference documents, test plans, and test cases
- \* Coordinated with Iron Galaxy and client employees
- \* Executed test cases on Testrail and submitted bug reports on Jira

### Big Huge Games 2021

Quality Assurance Tester - 6 Month Contract

- \* Game: DomiNations
- \* Tested on iOS & Android Devices
- \* Created & executed test cases on TestRail and submitted bug reports on Jira
- \* Worked on six different patches

### Epic Games 2018-2021

Quality Assurance Tester - 3 Year Contract

- \* Game: Fortnite - Save the World, Battle Royale, & Creative Modes
- \* Tested on PC, PS4, Xbox One, Mac, Switch, iOS, & Android Devices
- \* Executed test cases and submitted bug reports on TestRail & Jira platforms respectively
- \* Provided testing and feedback for upcoming Fortnite features
- \* Worked on 14 different seasons and 13 season launches

## Skill Set:

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### Software

- \* Autodesk Maya, Adobe Photoshop, Pixologic ZBrush, Unreal Engine 4, Unity Engine 5

### Core Skills

- \* Game Design Knowledge, GDD Documentation, 2D Illustration, 3D Modeling and Texturing, UE4 Blueprinting

### Personal Skills

- \* Public Speaking, Works well with Others, Communication, Voice Acting, Flexible and Passionate

## Education:

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### Savannah College of Art & Design (SCAD), Savannah, Georgia 2013-2017

BFA in Video Game Design & Development

- \* Cum Laude Honors
- \* SCAD Gamers' Guild President (2016-2017) and ICC-Representative (2015-2016)