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| Phone: (508) 826-6342  http://www.lzorro.com | Timothy J. Volpe | 2801 SE 175th Ave.  Vancouver, WA 98683  timothyvolpe@hotmail.com |
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**SKILLS**

Languages: C#/C++/C, Java, Javascript, HTML/HTML5, CSS, SQL

Programs: Unity3D, Microsoft Word, Excel, Visual Studio; Google Docs, Sheets; Adobe Photoshop; Autodesk Maya, Perforce P4V, Git

Other: Atlassian JIRA, Bamboo; Gurock Software TestRail, TestComplete, JMeter, Assembla, Trello, Selenium

Operating Systems: Windows 10/7/Vista/XP/2000, Mac OS, UNIX

**RECENT PROJECTS**

***Bloom Barrage*** http://www.bloombarrage.com

• Family-friendly “competitive gardening” action game available on Apple App Store and Google Play Store

• Features story-based campaign and cross-platform multiplayer gameplay over local wi-fi

**WORK EXPERIENCE**

***Amazon Logistics, Portland, OR*** November 2017 - present

**Sortation Associate**

• Picked packages sorted from fulfillment center into routes and staged for delivery to the greater Portland area

• Ran quality audits on picked routes to ensure accuracy and checked for best safety practices

***Pixel Arts Game Education, Portland, OR*** June 2015 - present

**Mentor**

• Provided mentoring for children participating in free camps at libraries and in affiliation with local schools; teaching basic tenants of game creation, including design, art, and programming

• Aided in curriculum development

• Assisted in camp setup and breakdown

***OpenSesame, Portland, OR*** October, 2016

**Software Developer** (contract)

• Contract position to further develop and enhance a prototype e-learning course using Virtual Reality

• Developed using the Unity3D engine for use on the HTC Vive and Oculus Rift

***CampusPoint, Portland, OR*** June, 2015 – October, 2015

**Various**

• Temporary Associate (June – July 2015) for Stumptown Coffee Corp.: Assisted production through bottling, labeling, and packaging

• QA Engineer (October 2015) for LanguageLine Solutions: Performed a series of software validation and localization testing

***Storytime Studios, LLC, Boston, MA*** January, 2013 – January, 2014

**Programmer** (contract)

• Developed code for SKIT! storytelling/animation mobile app, including UI elements and general bug fixing, using ActionScript 3

• Created testplans, advised team in helpful testing techniques, and tested on several mobile platforms

• Supported community management and marketing efforts

***38 Studios, Providence, RI*** July, 2011 – May, 2012

**QA Tester - Web**

• Wrote testplans and performed visual and functional testing for several versions of the websites and other projects for the Digital Presence team, including testing across multiple platforms and mobile devices

• Provided QA support for live updates to the websites

• Support for bug tracking in JIRA and agile-development task planning (scrum)  
• Some support for testing efforts for the Online Services team and the Project Copernicus team

***QUICKHIT, Foxboro, MA***  October, 2009 – February, 2011

**QA Tester**

• Wrote and executed test plans to ensure the quality and performance of QUICKHIT NFL game and accompanying webpages

• Filed bug reports in JIRA and worked with developers to resolve issues

• Responsible for redeploying internal servers and helped maintain testing environments

• Aided Customer Service with database queries and customer interactions on forums

• Limited work done with automated testing efforts using TestComplete and JMeter

**EDUCATION**

***Worcester Polytechnic Institute, Worcester, MA*** March, 2009

**Bachelor of Science in Interactive Media and Game Development**

graduated With Distinction

***University of Massachusetts, Amherst, MA*** December, 2000

**Bachelor of Science in Computer Science**