Tyler Wissler
239 Auburn Ave, Sierra Madre CA 91024
(626) 622-0625
wisslertyler@gmail.com

OBJECTIVE

Support a development team built on a foundation of trust and mutual respect to create excellent products.

WORK EXPERIENCE

Respawn Entertainment

Developer Support Specialist: Star Wars Jedi: Fallen Order　　　　　　　Apr. 2019 – Oct. 2019
- Wrote test plans for gameplay systems and levels
- Collaborated with the UI and Audio teams to test new systems/content
- Worked with the QA team to report key functionality bugs

Developer Support Specialist: Apex Legends　　　　　　　Oct. 2018 – Apr. 2019
- Wrote test plans for gameplay systems and UI menus
- Created documentation and tutorials for development tools/procedures
- Worked with the QA team to report key functionality bugs

Santa Monica Studio

Senior QA Analyst: God of War (2018)　　　　　　　Apr. 2017 – Aug. 2018
- Led QA support and representation for daily director reviews to enable development feedback from studio leadership
- Created JIRA dashboards showing game stability in key development areas
- Developed a training schedule for new hires and taught QA tools/procedures
- Created test plans for UI and critical path progression
- Wrote documentation regarding QA procedures, methodologies, and tools

QA Analyst: Here They Lie, God of War (2018)　　　　　　　Jun. 2016 – Apr. 2017
- Collaborated with the Tools and Gameplay Programming teams to test new systems, ensuring rapid turnaround on issues affecting the studio
- Implemented narrative content while working with the Narrative team

Square Enix

QA Analyst: Star Ocean 5, World of Final Fantasy　　　　　　　Feb. 2016 – Jun. 2016
- Wrote and verified localization bugs using company style guides

Treyarch

QA Analyst: Call of Duty: Black Ops III　　　　　　　Apr. 2015 – Sep. 2015
- Wrote and verified functionality bugs regarding multiplayer systems

Reloaded Games

Game Designer and VFX Artist: Hailan Rising　　　　　　　Mar. 2012 – Mar. 2013
- Designed levels, narrative content, and loot systems

SKILLS AND SOFTWARE

Programming Languages: Lua, Java, C++, JavaScript, C#, XML
Game Engines/Tools: Unity, Unreal Engine, Bethesda Creation Kit, Autodesk Maya, Visual Studio
Management Software: Perforce, Subversion, JIRA, DevTrack, Redmine, Microsoft Office Suite, Testpad

EDUCATION

University of California Irvine　　　　　　　Sep. 2010 – Jun. 2014
- Bachelor of Science Degree in Computer Game Science (GPA: 3.5/4.0)