

Aidan Penzo

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Personal Statement

With games industry experience in quality assurance, I'm currently seeking new opportunities within a development team to further my professional development as well as the pursuit in expanding my knowledge, skills and passion of the games development cycle. Graduating from Brunel University, with a First-Class Honours in Game Design and a University Prize for Social Sciences, Media and Communications, I was able to find immediate employment at SEGA Europe as a Functionality QA Tester. Through the work, I have created so far, and the practical experience I have gained, I am able to demonstrate my professionalism, efficiency and enthusiasm for the games industry.

Employment History

SEGA Europe Limited, Functionality QA Tester, September 2017 – August 2018

- Tested *Motorsport Manager* (PC) & *Shenmue I & II* (PS4, Xbox One, PC)
- Involved play-testing in a systematic and comprehensive manner alongside other Functionality Testers and Language Testers to identify potential issues, that range from 'A class' crashes to minor 'C class' graphical issues.
- Experienced in entering detailed and informative bug reports into TechExcel's DevTest as well as executing functional test plans (Sanity Checks, Test Cycles, Regression, Bug Sweeps, Destructive Testing).
- Required a proactive attitude towards identifying key areas of testing as well as negotiation and conflict resolutions skills when discussing consumers end-user experience with fellow team members.

McVitie's Harlesden, Planning Team Member, Summer 2015

- Entailed managing the production levels for the factory and adjusting plans when needed.
- It required a keen eye for detail, as well as excellent communication between team members, to make sure the factory runs efficiently and effectively.
- Worked well under pressure, due to hourly deadlines.

Education

Brunel University – (2014 – 2017)

- First Class Honours – Bachelor of Arts Game Design
- Awarded the University Prize for Social Sciences, Media and Communications (*Received by the student with the best overall average mark at the end of their programme*)
- *Modules include:*
 - Game Design – A comprehensive understanding of the ability to design core game mechanics, in addition to the depth and polish in-game products
 - Game Studies – Developed an understanding of different concepts, methodologies and frameworks used in the analysis of digital games and play
- *Dissertation:*
 - Creating a commercial video game under my own Agile production cycle, which included a Pitch, Game Design Document and a working Prototype.
 - Academic Investigation on "*Has Gaming Become a Chore*", providing a framework on the improvement of core mechanics

GCSE and A-Level Results available on request.

Key Skills

- Industry experience in entering bug reports on a quality management system (TechExcel's DevTest)
- A coherent understanding of the Agile Methodology of games development
- Skilful creation of Design Documents intended for varying purposes
- Adept at creating dialogue trees within Chat mapper
- Proficient at Game Making Software (Clickteam Fusion 2.5)
- Computer literate, and capable of using a wide range of Microsoft Office programs including Visio
- Proficient in graphical software such as Adobe Photoshop and Illustrator
- Excellent communication skills, both written and verbal
- Enthusiastic and empathetic team member
- Course representative for Game Design in Brunel University

Hobbies & Interests

- During my leisure hours, I create both game and world design ideas that are posted on my blog (<https://aidanpenzo.wixsite.com/gameportfolio/game-design-blog>)
- Motorsport enthusiast and avid sim racer
- Consumption of a wide variety of media, such as anime, video games and manga, to further my knowledge and formulate novel concepts to use in my own work.
- Up to date with the latest games industry news and development concepts to further my understanding of business models and the games market
- Very enthusiastic and dedicated gym goer.