

Molly Weaver

molly.weaver354@gmail.com

www.mollyfweaver.com

847-309-7945

Education

New York University
Game Design Major
Bachelor of Fine Arts
Class of 2019

Skills

C#
GML
HTML / CSS / Javascript

Unity
Unreal Engine 4
GameMaker Studio 2
Twine
Adobe CC
Jira
Aseprite
Microsoft Office

Rapid Prototyping
Wireframing
Data Entry

Personal Projects

Pizzapocalypse *May '19*
Senior Capstone project, made with Unity. A two-player competitive pizza-making game inspired by *Diner Dash* and *Tetris Attack*.

I Dream of @Dril *May '17*
A Unity game taking two surreal tweets by Twitter's @dril and turning them into two playable vignettes, each showcasing a different gameplay style.

A Sabotage Off-Stage *April '17*
A full mod for the tabletop game *Sherlock Holmes Consulting Detective*. A brand new mystery including classic characters, branching narrative paths, and satisfying detective work.

Work Experience

Age of Learning - QA Analyst I *April '23 - Dec '23*

Shipped Titles include My Reading Academy

- ✎ Discovered, investigated, and documented bugs and other issues within the game with a high level of clarity.
- ✎ Worked directly with designers, curriculum specialists, and software developers in Agile pods to complete Sprint goals in a timely manner.
- ✎ Assisted in facilitating the shift from Unity based development to Flutter based development, testing and ensuring the stability of the new look and feel of the product.
- ✎ Participated in design meetings to give input and feedback on our pod's current projects, directly influencing the design process.
- ✎ Functioned as lead accessibility tester. Applied knowledge of accessibility testing from prior roles to help the project meet current WCAG standards

Santa Monica Studio - QA Test Analyst *Feb '22 - Dec '22*

Shipped Titles include God of War: Ragnarök

- ✎ Worked with a team of other analysts to verify the status of myriad issues in our database to assist in organizing and speeding up project development, as well as the creation and documentation of newer, more serious bugs.
- ✎ Performed multiple long term progression runs with varied directions to test single player content more extensively.
- ✎ Engaged in specific stability testing to insure a smooth experience for playtesters so that more accurate data could be obtained.

Raven Software - QA Tester *June '20 - Feb '22*

Shipped Titles include Call of Duty: Vanguard, Call of Duty: Black Ops Cold War, and Call of Duty: Warzone

- ✎ Participated in cross-department meetings on major game modes and features, functioning as the QA point of contact for those features.
- ✎ Worked with a cross-company group to organize playtests, leading playtest communications, and gathering playtest server information in an organized fashion for future reference and testing.
- ✎ Co-lead a monthly support group for Raven's women and non-binary employees. Led discussions, organized panels, and offered support for these employees and their career goals.