

KASPER CARON

QA TESTER

Proactive QA Tester with a proven track record of enhancing product quality through test planning, execution, and collaboration with cross-functional teams. Skilled in identifying, documenting, and resolving issues swiftly to ensure seamless product releases. Proficient in testing across multiple platforms including EGS, Steam, Xbox Devkits, and PlayStation Devkits; ensuring consistent performance and user experience.

CONTACT

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📍 Toronto, ON

SKILLS

- Test Case Writing/Planning
- Teamwork and Collaboration
- Jira
- Confluence
- Testrail
- Project Management
- Unity 3D
- Microsoft Office
- Google Suites

GAME ACREDIATIONS

- Chivalry 2 - QA Tester
- No More Room in Hell 2 - QA Tester

EDUCATION

Centennial College 09/2018-04/2021

Advanced Diploma
Game Development with Honors (GPA: 4.207)

REFERENCE

Katarzyna Janik-Jones

Torn Banner / QA Manager

Phone: 226-789-3213

Email : katarzyna.janikjones@tornbanner.com



WORK EXPERIENCE

Torn Banner Studios

01/2023 - 12/2024

QA Tester

- Improved the product's quality by working through comprehensive test plans, participating in weekly play tests, and conducting adhoc-testing when applicable.
- Contributed in the planning and creation of test cases and test case suits based on the project's needs.
- Collaborated with multiple development teams to ensure software met functional requirements, leading to successful product releases.
- Identified, documented, and reported issues using clear, reproducible steps, enabling swift resolution by development teams.
- Credited in testing two shipped products.

WIMTACH

07/2022 - 01/2023

Principal Investigator/Project Manager

- Planned, designed, and scheduled project phases, collaborating with team members to ensure that each stage aligned with client objectives and met project timelines.
- Identified key plans, resources, and dependencies required to effectively achieve project goals and objectives, to ensure smooth execution and minimizing any roadblocks throughout the project lifecycle.
- Facilitated communication between internal personnel and stakeholders, utilizing Agile methodology and SCRUM framework to foster collaboration, drive efficiency, and maintain project cohesion across all team members and external parties.

The Cube School

01/2020 - 08/2022

Technology Instructor

- Delivered engaging curriculum through diverse methods of classroom instruction, and online learning systems.
- Evaluated and revised lesson plans and course content to achieve student-centered learning.
- Instructed following classes: Unity 2D and 3D, Blender, Photoshop, Scratch Programming, Roblox modding, Lego robotics, Magicavoxel, Bloxels.

Master Works

01/2021 - 04/2021

Unity Developer (Contract)

- Analyzed and broke down project requirements into manageable tasks, ensuring that each task aligned with client specifications
- Developed and implemented new features during each sprint, iterating on client feedback to refine and enhance the user experience and functionality
- Created and integrated content elements , including UI components, gameplay mechanics, and art assets, ensuring seamless integration into the Unity environment while maintaining performance and visual quality.