Vincent Dupont
Resume

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PROFESSIONAL EXPERIENCE

Feb. 24 - Aug. 25
(1.5 years)

QA Tester, SLOCLAP
REMATCH (& *previous experiences*)
• Functionality checks on various platforms (PS4, PS5, NX, X1, XSX, Windows, SteamDeck, macOS, iOS, Android, Chromecast, Smart TVs...) under various test types: familiarisation, smoke, sanity, soak, compatibility, playthrough, master candidate check...)
• Reporting tickets in the dedicated database (Jira, Mantis, Redmine)
• Communicating test results to other leads and departments under different formats: daily/weekly trends reports, bi-weekly and bi-monthly production updates
• Bugs tracking & regression
• Producing test documentation: test plans, master checks, changelogs, known issues lists, benchmarks, wikis & how-to's, critical analysis, terminologies...
• Organising the inventory, preparing 1st-parties developer and testing accounts, handling Compliance QA basics (Xbox Requirements, Technical Requirement Checklist, LotCheck).
• Preparing and keeping up with game builds, organising internal playtests
• Handling Localisation QA with outsourced teams

Nov. 22 - Jan. 24
June - Sept. 19
Jan. - June 18
(2 years)

QA Tester, DOTEMU
Cross Blitz, TMNT:SR-Dimension Shellshock, MMCOH:Definitive Edition
QA Tester, MOLOTOV.TV
QA Tester, SCAVENGERS STUDIO
Darwin Project

Aug. 20 - Jan. 21
(5 months)

Assistant QA Project Manager, BANDAI NAMCO EUROPE
Project Cars 3, The Dark Pictures: Little Hope
• Provide the interface between Developers and Testers: explain the identified issues to Developers
• Receive and check game builds: ensure that the issues spotted by Testers have been fixed
• Review documentation (Testing instructions, notices and user's guides, issue tickets shared by Testers...)

Jan. - Sep. 22
(8 months)

Junior Score Level Designer, UBISOFT PARIS
Just Dance 2023 Edition
• Collaborate with choreographers and dancers for the routines creation
• Handle the routines Level Design
• Balance the routines difficulty in order to make them playable and fair
• Handle analysis and feedbacks for the specific Level Design tools
• Organize and host Playtests sessions for the work in progress
• Be the point of contact to Level Design-related international communications
• Be in charge of interdisciplinary tasks linked to various features and game modes

Mar. - July 20
(5 months)

Level Designer, ANOTHERBRAIN
• Brainstorm meetings with the QA and R&D teams to define the API and methods
• Benchmark of the existing autonomous vehicle simulations' Art Direction;
• Integration of the selected simulation in-engine
• Documentation

WORKING SKILLS

Jira
LucidCharts
Mantis
Redmine
Suite Office
Suite Google
Trello
Unity
Unreal Engine 4/5
Visio

BASE SKILLS

Adobe PS/Illus/InDesign/XD
ClickUp
Confluence
Draw.IO
Machinations
Miro
Notion
Twine

EDUCATION

2020 Game Design Master
2019 Game Design Bachelor
ISART DIGITAL
MONTREAL/PARIS

LANGUAGES

French (native)
English C2
(Cambridge Proficiency)
Spanish A2
Italian A1

HOBBIES & INTERESTS

Music (concerts, DJ sets, reviews & curation)
Cinema
Art exhibitions
Fashion

VOLUNTEER WORK

Art Mediation Volunteer, Centre Pompidou
Columnist & Community Manager, Tonitruale