

# Brian Mazurowski

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Independent developer with experience in video game quality assurance seeking employment with developer or designer responsibilities.

## Work History

### Activision

2013 – 2016

#### *Functional Quality Assurance Tester*

- Performed thorough testing of multiple games, including functionality, stability, performance, art, sound, text, and documentation
- Utilized Devtest, Devtrack, and Jira tracking software
- Replicate defects to assist developers in resolving issues
- Delivered Titles: Angry Birds: Star Wars, Cabela's Big Game Hunter: Pro Hunts, Call of Duty: Advanced Warfare, Call of Duty: Black Ops 3, Call of Duty: Modern Warfare Remastered

### Brawlerdash

2016

#### *Self-Published video game – Graphics and Coding*

- Local Multiplayer sport game for a group of players.
- Published through Steam Greenlight

### Tontine: Money and Murder

2013

#### *Self-Published card game – Art and Game Design*

- Aggressive “take that” game for four players.
- Published through Kickstarter

## Education:

**Iowa State University**  
*Bachelor of Fine Arts*

2011