

Brian Mazurowski

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Work History

- Activision Publishing, Inc.** 2013-2016
Functional Quality Assurance Tester
Eden Prairie, Minnesota
- Performed thorough testing of multiple games, including functionality, stability, performance, art, sound, text, and documentation
 - Utilized Devtest, Devtrack, and Jira tracking software
 - Replicated defects to assist developers in resolving issues
 - Delivery of Call of Duty: Advanced Warfare, Call of Duty: Modern Warfare Remastered, Call of Duty: Black Ops III, Angry Birds: Star Wars, and Cabela's Big Game Hunter: Pro Hunts

Game Development

- TerraPipe** 2017
Self-published app game – graphics and coding
- Puzzle game with vaguely environmental theming
- Brawlderdash** 2016
Self-published video game – graphics and coding
- Local Multiplayer sport game, supporting a larger group of players
 - Published through Steam Greenlight
- Others Invade** 2014
Self-published app – graphics and coding
- An exaggerated retro styled shoot-em-up
- Tontine: Money and Murder** 2013
Self-published card game – art and game design
- Two to four-player versus card game set in Victorian England
 - Funded via Kickstarter campaign

Education

- Iowa State University** 2011
Bachelor of Fine Arts - College of Design: Integrated Studio Arts
Ames, Iowa
- Student game development project
 - Emphasis in 3D computer graphics

Technical Skills

- Zbrush, Cinema 4D: modeling, animating, and rigging
- Photoshop, After Effects, Corel Painter, Java, and Unity
- Devtest, Devtrack, and Jira tracking software