

CONNOR G. WILSON

QA Analyst & Tester (Games) / Narrative Designer

Phone: (401) 440-4106 || Email: connorgwilson45@gmail.com



QA/PLAYTESTER EXPERIENCE

August 2017 - March 2019

Total War: Arena (RTS MOBA)

UX LABS II Winter Park, FL

Experience Includes:

- ❖ Working with a team of multiple other students to play cooperative and competitive experiences, achieving accurate insight on game quality.
- ❖ Actively seeking out bugs through testing the limits of the game or through scenarios at the studio's request.
- ❖ Submitting detailed and insightful responses for a proprietary survey created by the studio.

August 2017 - March 2019

Mobile MOBA Game (Project NDA)

UX LABS II Winter Park, FL

Experience Includes:

- ❖ Playing through designated missions as different characters to test their limits in the arena at the request of the developer who was present.
- ❖ Utilizing a private room with a live call to have private one-on-one conversations with the developer as play testing was underway.

July 2015 - December 2015

Seasons of Heaven (Zelda-Style Adventure Game)

Any Arts II Burbank, CA

Experience Includes:

- ❖ Working hand-in-hand with the developers to play-test new zones and puzzles as intended, then with the goal to search for bugs and unintended solutions.
- ❖ Following specific goals so the developers could see how game mechanics interacted with the rest of the world in-game.
- ❖ Actively participating with the developers in the zone and level design process to create areas that flowed and required specific solutions to traverse.
- ❖ Tested boss fights to test the enemy rigging, AI, and hit boxes.

June 2011 - March 2020

Dwarven Miner, Seasons of Arcadia, Wakening Lair (Board Games)

Rather Dashing Games II Richmond, KY

Experience Includes:

- ❖ Creating mechanics and rules for projects in their development phase.
- ❖ Breaking the game by testing unique tactics in order to revise the rules for creating more exciting and fair ones through thorough play-testing sessions.
- ❖ Working hand-in-hand with the artist to ensure mechanics, designated locations on the board, and game pieces are visually appealing, relevant, and memorable to the overall game experience.
- ❖ (Other projects include: Four Taverns, Pirates Ninjas Robots and Zombies, Graveyards Ghosts & Haunted Houses, Hafid's Grand Bazaar, This Belongs in a Museum, and We Come in Peace.)

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WORK EXPERIENCE

May 2022 – May 2023

Senior Sales Representative, Graphic Designer

Econoprint Lexington || Lexington, KY

Experience Includes:

- ❖ Providing engaging communication and establishing relationships with customers in order to gather detailed work orders and have customers leave feeling fulfilled.
- ❖ Operating Adobe Illustrator and Adobe Photoshop to accurately depict the vision of customers when designing commissioned products.
- ❖ Being well-versed in the standardized sizes of various paper products in the market.

March 2021 – December 2021

Attractions Operator

Walt Disney World || Orlando, FL

Experience Includes:

- ❖ Successfully “manifesting magic” by following Disney protocol of displaying positivity, kindness, and resourcefulness when assisting guests.
- ❖ Utilizing established Walt Disney lore and characters to provide joy and immersion while assisting or providing entertainment to guests.
- ❖ Following emergency protocols and controlling large numbers of guests during events where they needed to be safely removed from an attraction.

August 2016 – November 2016

Assistant Director, Sound, Grip, Editor

Eppic Films || Lexington, KY

Experience Includes:

- ❖ Working with a major university to create promotional material for their men and women’s basketball and football team.
- ❖ Coordinating with various local health professionals to create a web-series
- ❖ Designing scenes by placing camera mounts and lighting to portray the desired effect and emotion.
- ❖ Directing a large number of individuals successfully to fulfill the director’s image of scenes.
- ❖ Working with multiple tools and environments to achieve high-quality audio recordings.

July 2019 – March 2020

Shift Manager, Sales Expert, Market Associate

Four Sisters in Richmond || Richmond, KY

Experience Includes:

- ❖ Developing multiple organic awareness campaigns on social media to promote menu items.
- ❖ Solely creating multimedia promotional games, hosted events, and marketed discount programs.
- ❖ Designed the artwork of food and store item labels, promotional posters, and menus.
- ❖ Led the training of new employees in point of sale, waiting skills, cooking, and workplace maintenance.
- ❖ Maintained customer satisfaction and employee morale during high customer volume hours.

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WORK EXPERIENCE (Cont.)

November 2018 – January 2019

Concept and Prototype Designer & Tester

Universal Studios || Richmond, KY

Experience Includes:

- ❖ Studying films to translate characters, scenes, and stunts into gameplay mechanics and rulesets to be adapted for a tabletop role-playing game experience
- ❖ Excelling at work with a team of remote designers.
- ❖ Testing gameplay concepts through structured, goal-based test playing while participating in meetings to adjust rules and mechanics to create a fair and film-accurate experience for players.

EDUCATION

March 2019

Creative Writing for Entertainment - Associate

Full Sail University || Winter Park, FL

December 2016

Cinematography and Film - Certificate

Bluegrass Community and Technical College || Winter Park, FL

LEADERSHIP EXPERIENCE || ADDITIONAL SKILLS

LEADERSHIP

- ❖ **Personnel Management:** President of a high school club of over fifty students for three years, focusing on individuals' fantasy writing projects, assisted and developed by their own teams of students.
- ❖ **Digital Marketing and Influence:** Studying trends of social media and demonstrating self-promotion and entertainment for viewers through video creation and streaming on multiple platforms.
- ❖ **Online Community Management:** Hosting a Discord server with an open structure that allows strangers to find and meet players so they can engage in an online tabletop roleplaying game experience.
- ❖ **Worldbuilding & Storytelling:** Presently hosting a Dungeons & Dragons campaign with five players in a complete and original world.

SKILLS & PROFICIENCIES

- ❖ Adobe Photoshop
- ❖ Adobe Illustrator
- ❖ Microsoft Office Suite
- ❖ Final Cut Pro
- ❖ Apple Logic
- ❖ Sony Vegas
- ❖ Autonomous: has a strong sense of responsibility and scheduling while also an active team-player.
- ❖ Has experience in leadership positions, and is capable of stepping up when required.
- ❖ Communicative: can communicate well within a team.
- ❖ Passionate about their work, and is capable of delivering above and beyond expectations.