

ALEXANDER MARTIN

Quality Assurance

PROFILE

Detail-oriented QA tester with a background in game design and computer science. Experienced in functional, usability, and regression testing with clear bug reproduction and documentation. Hands-on experience testing live and in-progress builds in both solo and team environments. Seeking an entry-level QA role in game or software testing.

CONTACT

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HOBBIES

- Playing and Testing Video Games
- Fishing
- Speedrunning Games
- Fixing Computers
- Cooking / Baking

EDUCATION

Full Sail University – Game Design Bachelor's

2020 - 2022

Graduated Valedictorian (3.84 GPA). Designed and developed original games from the ground up, managing the full development cycle, including design, implementation, testing, and iteration.

Franklin University – Computer Science Bachelor's

2023 – Present

Focusing on software development, algorithms, and systems design. Gaining hands-on experience in programming, debugging, and problem-solving using languages such as Java.

WORK/PROJECT EXPERIENCE

Student Capstone Game – Full Sail University — Design Lead & Tester

April 2022 – July 2022

Led the design and quality assurance efforts for a team-based capstone project. Conducted functionality and usability testing on in progress builds, created detailed bug reports, and provided weekly QA feedback to improve player experience. Coordinated playtest sessions and analyzed feedback to guide iterative design improvements.

Personal Game Project – Solo Developer

March 2025 – Present

Conducting ongoing playtesting, balance testing, and regression testing on core systems including enemy scaling, loot drops, and progression pacing.

PlaytestCloud – Play Tester

April 2025 – Present

Worked as a remote game tester for Playtest Cloud, providing detailed feedback on gameplay, controls, and user experience across a variety of mobile and PC games. Identified bugs and usability issues, helping developers improve early builds through clear and constructive written reports. Adapted quickly to different game genres and testing requirements.

SKILLS

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| • Functional, Regression, Smoke Testing | • Agile / Scrum |
| • Black-box, White-box, Grey-box Testing | • Microsoft Excel & Word |
| • Bug Reporting & Reproduction | • Unreal Engine 4–5 (Blueprints), Unity |
| • Test Case Creation & Documentation | • Version Control (Git, Perforce) |
| • Jira, Trello, Confluence | |