

# Tyler Trulson

Game Designer, QA Analyst

Dedicated developer who endeavors to spread fun through a player-first development methodology. Offers a diverse background of skills in the games industry to bring a new perspective. A team player that works to ensure as many voices are heard as possible.

## Professional Experience

### Gameplay Designer

*Velan Studios, Troy, NY*

*October 2021 - August 2023*

- Designed, balanced, and implemented 8 game modes, while supporting the design of many more
- Designed and implemented seasonal playlist schedules
- Prototyped game modes with no engineering support
- Analyzed & addressed community feedback

### QA Analyst - Area Owner

*Velan Studios, Troy, NY*

*May 2018 - April 2022*

- Sub-lead acting as a point of knowledge for specific aspects of Knockout City
- Created test plans to ensure quality of area ownership
- Oversaw other analysts' running of test plans, documentation, and more
- Acted as Liason between QA and relevant teams

### QA Analyst

*WB Games NY, Troy, NY*

*April 2017 - April 2018*

- Tested back-end systems for 3 AAA game launches ensuring the smoothest possible launches
- Rapidly responded to issues with back-end systems to ensure quality fixes
- Tracked, Documented, and Regressed issues

### WBPlay Engineering Intern

*Turbine, Needham, MA*

*June 2015 - August 2015*

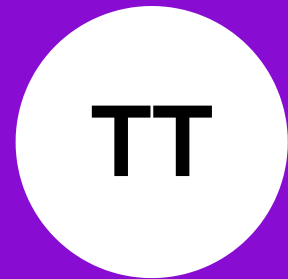
- Supported a AAA game launch through backend services

## Education

Bachelor of Arts in Game Development & Programming  
Becker College, Worcester, MA

September 2012 - May 2016

- Graduated Magna Cum Laude
- Regular participant in various MassDIGI events/classes



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## Key Skills

Quality Assurance

Game Design

Live Service Game Development

Full Life Cycle Game Development

Process Improvements

Leadership

Programming

Agile Development

Documenation

Cross-Functional Collaboration

Communication

## Software

Unity

Unreal Engine

Proprietary Game Engines

JIRA/JAAS

Confluence

Perforce

Visual Studio